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MAGAZINE SYSTEM

ISSUE #13

APRIL '94

1st Birthday Special edition

MARIO & WARIO! Details inside

FREE PULLOUT! NMS guide to every game

EXCLUSIVE DISCOUNT GAMES! and see how video games are made!

WIN A TRIP OVERSEAS and see how video games are made!

THE TOP TEN GAMES OF ALL TIME! How NMS reviewers rate 'em

PLAYERS GUIDES

CLASSIC

BIOMETAL

YOUNG

SHIP POOL

INSTALK

INSIDE

FREE PULLOUT! NMS

IPAD TO

see how video

ALL THE! How

SUPER BOMB

PARK

KABUKI QUANTUM

ALFRED CHICKEN

CLASH

SUPER

DUELLING!

INTENDO SCOPE

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EN

PLAYERS GUIDES

ALL

How NMS reviewers rate 'em

SUPER BOMBERMAN! SUPER MARIO BROS 1, 2 & 3 JURASSIC



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ClayFighter™





**COMING
SOON**



SECRET MOVES



**HEAD TO HEAD
FIGHTING ACTION**



**ULTRA TURBO
ADJUSTABLE**

10 out of 10

"Clayfighter is the most original fighting game to come out in years - and a MUST-Own!"

"Quite possibly the best game of the year."

Video Games (Dec '93)

"A breath of fresh air for beat 'em ups."
NMS

"Anything with Elvis in it is wicked!"
Fat Boy

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SUPER NINTENDO
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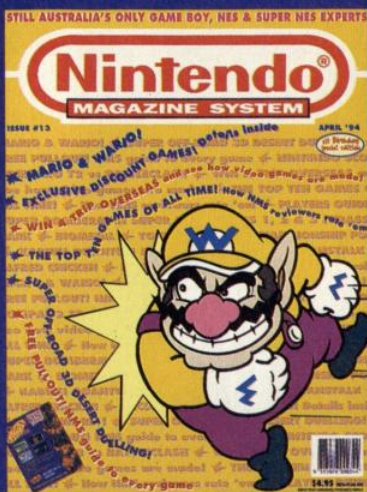
Thank You Card

Dear wonderful parent,
Thanks for being so nice and ultra-cool and generous, and for caring enough that you don't want me playing games that have all kinds of blood and stuff. So, if you want to get me Interplay's SNES game "Clay Fighter" (no blood and stuff, but lots of laughs) for the holidays, that would be OK with me. Did I say you were awesome, too?
Your loving kid

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Mario's vicious alter-ego, Wario, makes his Super NES debut in the latest game in the Mario series.



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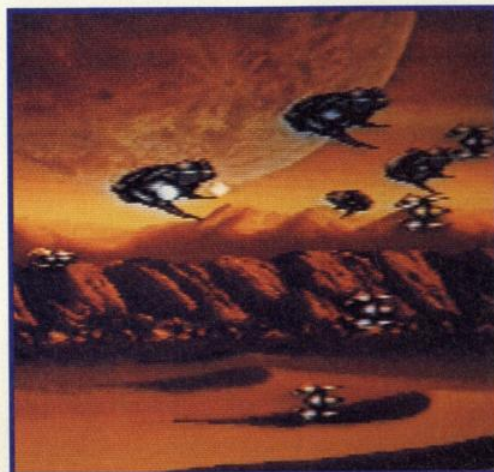
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PULLOUT POSTER

Spin out and stick this beauty on your wall. Life won't be the same...

● NEW GAMES ● COMICS

● ACCESSORIES ● MOVIES

Welcome to the only news that matters, where NMS exposes all



you'll ever need to know about what counts in Nintendo's world

● TV ● MERCHANDISING

● HARDWARE ● VIDEOS

HAPPY BIRTHDAY TO US!

Yes, indeedie, Your favourite video gaming magazine has turned the ripe old age of one! The good ship NMS, and all who have sailed on her, are now even cooler than when it was none!!!

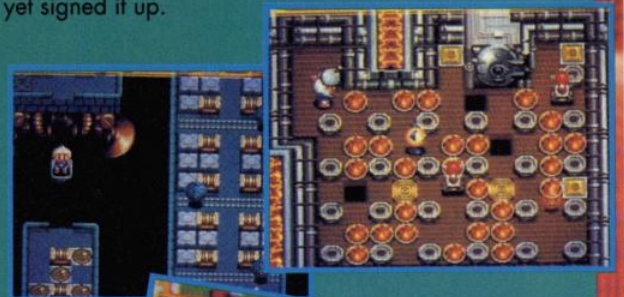
Seriously, in this past year of heartache, misfortune, sweat, blood, tears, repetitive strain syndrome and occasional disputes over the relative abilities of the fabled NMS staff, we have never lost sight of what it takes to bring Australia's only 100% dedicated Nintendo magazine and undeniably greatest gaming magazine. And that is a fearless commitment to telling like it is (NMS has lost more than one advertiser by refusing to budge on our reviews - if we think a game is rubbish, we'll say so!); a sick sense of humour; sticking by all Nintendo users, not just Super NES owners; breaking the hard stories first; having tonnes of fun, and leading the fight against video game censorship and adult ignorance. Oh, and enjoying a good lunch.

Naturally, you can expect NMS to continue to maintain these high standards (There are none higher!) and then some. In the meantime, read on and Feel The Power!
Fat Boy



BOMBERMAN 2

As any regular reader of NMS will tell you, one of our favourite games is Super Bomberman. Now, the news you've all been waiting for - there is a Super Bomberman 2! Like the original, it's a conversion of the PC Engine game which itself was an adaption of the arcade game Dyna Blasters. Bomberman 2 has a multitude of new items to pick up, such as magnets and new types of bombs, as well as different stages to do battle in. Bomberman 2 will hopefully be making its way down under later this year, but no distributor has yet signed it up.



- NEW GAME
- BY HUDSON SOFT
- SUPER NES

CYBERDYNE GOES MICRO-TECH!

Reviewed this ish on the Super NES, T2: The Arcade Game has also been converted to the Game Boy. Taking up a measly one meg, this shrunken version manages to incorporate most of the features of its big brothers. Obviously, there isn't any gun to shoot at the screen with but, as the Game Boy has such a small screen, moving your target sights around isn't as frustrating as you might think.

- NEW GAME
- BY ACCLAIM
- GAME BOY



PSYKOSONIK SOUNDTRACK

Following the, ahem, success of using pop group 2 Unlimited for the soundtrack to Bio Metal, Activision have followed up by contracting Minneapolis techno outfit, Psykasonik, to play on the new game, X-Kaliber 2097.

The game, which features five of the group's techno hits, including "Silicon Jesus", is a cyber-sword slashin' type of an affair. Set in New York in the year 2097, the hero, Slash, has to battle mutant morphs and an evil boss, Raptor, in an attempt to rid the world of an inter-dimensional terrorist group over six worlds and 21 levels. His weapon, a powerful X-Kaliber sword. Sounds suspiciously like a cyber-version of the Knights of the Round Table, doesn't it? Find out next month in the pages of NMS; In the meantime, here are a few lovely screen shots for you to have a look at.

- NEW GAME
- BY ACTIVISION
- RELEASE: APRIL
- SUPER NES



NINTENDO POWER

Have you ever wondered exactly how much money you are putting into Nintendo's pockets? Well, even if you haven't, NMS is going to tell you.

Nintendo's gross worldwide revenues for 1993 were a piddling seven billion buckeroonies (\$AUS). Sales of Nintendo hardware, including the NES, were up worldwide and, in the USA, the humble 8-bit-er also increased it's sales over the previous year! There are now over 100 million Nintendo consoles throughout the world.

In Australia last year, gross revenues exceeded 200 million dollars and the outlook follows the worldwide trend of 10-20% projected growth in 1994.

Meanwhile the great Nintendo versus Sega market share debate rages on. While Nintendo dominate the video game market worldwide, Sega are claiming that they have sold more 16-bit consoles. Nintendo deny that the Megadrive has outsold the Super NES and counterclaim that the market is split 50/50 between the two. But while Nintendo is continuing its incredible growth, latest reports indicate that all is not well at Japan's Sega Enterprises, with an expected drop of 24% in its pre-tax profit over the last year. This will be the first drop in profits that Sega have suffered in 12 years. One thing can be sure, the battle ain't over yet with Nintendo expecting it's 64-bit Project Reality console to steamroll everything in its path, including Sega's yet-to-be-released Saturn 32-bit console, after it's scheduled mid-1995 release.

RISC-Y BUSINESS

More on Nintendo's Project Reality console: Electronics giants Toshiba, NEC and Sharp have been contracted by Nintendo to supply it with millions of the RISC (Reduced Instruction Set Code) chips that

Continued on page 9

OH, IT'S MAGIC!

- ACCESSORY
- BY ALFA DATA
- RELEASE: JUNE
- SUPER NES

The latest in the ever-popular range of game enhancers to make its way into NMS' hands is the GameMage, a converter that boasts features not found on the Game Genie or Action Replay. Its biggest drawcard is a built-in library of codes that negate the need to manually enter codes each time you want to tamper around with the parameters of

your favourite game. That is, if your fave game has codes already built in. If not, don't fret, as you can still make up your own codes and there will be update ram cards available which will add hundreds of codes for newly released games.



Yes, Virginia, you have turned into a fireball!

NMS has had a brief play around with the GameMage and we can report that our initial impressions are promising, as have been reports from Europe. We found some really cool effects with the original SFII, as you can see from the pics. If the distributor, Shadow Software, can keep up a constant supply of new codes and update ram cards, the future of the Game Mage looks good, despite fierce competition from Datel's Action Replay MkII.

To give you an idea of the relative merits of the three major enhancers available, check out the table below. Naturally, NMS will bring a complete review on the GameMage real soon!

Item	GMage	GGenie	ARMkII
1. Built-in code library	Yes	No	No
2. Auto-load code sets	Yes	No	No
3. Max codes sets in game	8	5	100
4. Play NTSC or Famicom games on PAL Super NES	Yes	No	Yes
5. Play security 'NTSC Only' games	Yes	No	Yes
6. Play FX/DSP chip	Yes	No	Yes
7. Won't erase records in game cartridge	Yes	No	No
8. Indicates wrong code input	Yes	No	No
10. Shows code and description	Yes	No	No
11. Has upgrade option	Yes	No	No
12. Enable/Disable code during play	No	Yes	Yes
13. Auto scan/search for codes	No	No	Yes

MORE NEO-GEO CONVERSIONS!

Takara are busy converting two new Neo-Geo arcade beat-'em-ups to the Super NES - Fatal Fury Special and Samurai Spirits!

Fatal Fury Special is a reworked version of the original, with no less than 14 fighters to pick from and dozens of new hidden moves. The latest inclusion to the Fatal Fury saga is special moves that can only be performed when your fighter is down to his/her last grain of strength, therefore

allowing amazing comebacks to be pulled off just as all seems lost. Let's hope that Takara do a better job than that performed on the very sad original Super NES conversion.

Samurai Spirits is probably Neo-Geo's best attempt at stealing the crown of best beat-'em-up from SFII. It features 12 warriors, each armed with a variety of weapons favoured by their particular martial art, as well as the mandatory special moves. The graphics are nothing short of stunning, the background being among the best we've seen

in just about any type of game. These two games will be slicing their way onto Super NES' later this year and, of course, NMS will keep you informed of Takara's progress.



- NEW GAME
- BY TAKARA
- SUPER NES

SHINY BALLS

Last month we had a question in Q&A regarding the lack of pinball games on the Super NES. Well, since then we have uncovered a new game in development in Japan by Meldac/KAZE, and it looks stunning! The game, entitled Super Pinball: Behind The Mask, features three tables of graphical trickery and has loads of neat touches such as taunts from the 'masters' of each table; the Jolly Joker, Black Beard and The Wizard.

Currently, there is no news of any release outside of Japan, but should this great looking game become available to any Australian distributor, NMS will be sure to tell you.



THE OFFICIAL NMS CHARTS

Last month's position in brackets.
Fast Movers have a bullet.

Super NES

- 1 SPR MARIO KART (-)•
- 2 SHADOWRUN (5)
- 3 JURASSIC PARK (6)
- 4 MARIO ALLSTARS (1)
- 5 SFII TURBO (2)
- 6 MORTAL KOMBAT (10)
- 7 FLASHBACK (4)
- 8 ALADDIN (-)•
- 9 SPR STRIKE EAGLE (-)•
- 10 ZELDA III (-)•

• Compiled with the assistance of Capital Games Centre.

Game Boy

- MARIO & YOSHI (-)•
- NBA ALL STARS 2 (1)
- SPR MARIO LAND 2 (-)•
- SPR MARIO LAND (-)•
- TOP RANK TENNIS (-)•
- MORTAL KOMBAT (2)
- JURASSIC PARK (5)
- FLINTSTONES (-)•
- AGRO SOAR (10)
- TMNT (-)•

NES

- OPEN TOUR GOLF
- JURASSIC PARK
- SPR MARIO BROS 2
- SPR MARIO BROS 3
- THE JETSONS
- BART VS THE WORLD
- BARTMAN & RADIOACTIVEMAN
- FLINTSTONES
- SPR MARIO BROS
- ROCKET ATTACK

NEW STUNT RACE FX PICS!

Just thought you'd like to drool over these latest pics of the most anticipated Super NES game this year! Take a good look, kids. You'll be playing it very soon!



New, detailed backgrounds are the most obvious new features in these Stunt Race FX pics.



WELCOME TO YOUR DOOM!

The PC game Doom, despite our suggestions to the contrary last month, is being converted to the Super NES! Doom is the sequel to the immensely popular and successful Wolfenstein 3D, which was released on Super NES format a couple of months ago. It is set on the Mars moon of Phobos and puts you up against a horde of hideously mutated alien freaks. Actually, a horde is an understatement, as there are literally thousands of enemies to wade through and all of them possess intelligence greater than just about any video game enemy you care to mention.

Look out for a Doom preview in next month's NMS, if we can get Andrew to stop playing it on his PC and start writing about it!

- NEW GAME
- BY IMAGINEER
- SUPER NES



will lay at the heart of the new 64-bit, 3D console. The contracts, along with positive news from co-developers Silicon Graphics, indicate that development of the new console is well under way.

Silicon Graphics have released a statement that they are confident of achieving all of the specifications that Nintendo demanded of the new console by adapting their MIPS Multi-media engine, a device currently undergoing testing in the USA for use as a part of the Time-Warner group's projected cable-games network. All of which raises questions about Nintendo's preparedness to enter the cable market. Right now, it looks good.

COMPETITION WINNERS

FOUR PLAY COMPETITION

What goes BANG in the night? Well, most of you tried to be funny and gave unprintable answers, but originality counts, so the winners of the fine Sony stash are...

Multi-Tap adaptors: Mitchell Cunningham, Mackay, Qld; Bart Lencon, Clearview, SA; Bombermen: Mark Iorlano, Noble Park, Vic; Ryan Holms, Lesmurdie, WA; Peter Haidary, Ballajura, WA; Paul Jurik, Kalamunda, WA; Richard Nielsen, Hawke's Bay, NZ. Bomberman badge: Paul Fioravanti, Highgate, SA; K. Hunter, Broken Hill, NSW; Jason Cheong, WA; Kellie Barker, Mailors Flat, Vic; Paul Salviani, Merrylands, NSW; Lorant Corba, Maroubra, NSW; Jono Tapsell, Beechworth, Vic; Natalie Jaworski, Montrose, Vic.

WRAPPED IN PADDED NYLON COMPETITION

SNES/NES case: John Banks, Newtown, Tas; Martin Fox, Hillcrest, SA; David Treay, Warners Bay, Jupiter; Takashi Onishi, Watson, ACT; Mark Holloway, Airport West, Vic; Marcus Oud, Carlton, Tas; Joel Thompson, Bay of Plenty, NZ. Game Boy case: Christian Salerno, Stoneville, WA; Shawn Graetz, Walla Walla, NSW; Jason Bell, Tauranga, NZ; Bernadette, Hammondville, NSW; Jonathon Brown, Harvey, WA; David Wu, Blackburn South, Vic; Bradley Evans, Kippa-Ring, Qld.

SHAVEN YAK COMPETITION

Ren & Stimpy T-shirts: Dean Barbara, Paddington, NSW; Dave Bocalatte, Enmore, NSW; Natalie Jaworski (again!), Montrose, Vic; Orion Dauncey, Currimundi, Qld; Mark McGuire, Mortdale, NSW; Nicholas Francis, Helensvale, Qld; David Rosenblatt, Brighton, Vic; Andrew Davies, Randwick, NSW; Kristian Kocsis, Melton, Vic; Eugene Doig, Middle Park, Vic.

Nintendo of Australia's Joint Managing Director, Graham Kerry, recently took the time to answer a few of NMS' questions about Nintendo's plans for the rest of 1994. He used the occasion to reveal some excellent news for everyone (and we do mean, everyone) who has been waiting for the release of Stunt Race FX and Starwing II FX. Read on!

NMS: Now that Nintendo have set-up office in Australia instead of being looked after by a third party distributor, what difference will it make to the average N-Head?

Graham Kerry: Well, there will be a visual difference at the retail level as Nintendo will take a more coordinated stand that the consumer will notice from the middle of the year or so. But the most important thing will be that, for Nintendo releases, not the third party titles, the advantage of having a Nintendo affiliate in Australia instead of being handled through a distributor, is that there can be simultaneous worldwide releases of software and hardware. Australia should be only one month behind the US release.

NMS: Will this make any difference in price?

GK: Yes. Last year and the first half of this year has seen the price of the NES hardware and software come down, as it has for the Game Boy. You should have also noticed Super Nintendo prices coming down from February this year. The Super NES console, it should be around about \$50 cheaper for the Mario All Stars bundle pack, for instance.

NMS: What about the games?

GK: Oh, we're looking at all Nintendo-owned Super NES software coming in at less than \$100. The software that you used to pay \$99.95 for should now cost around \$79.95, and the software that you used to pay over \$100 for should now cost around \$99.95. Of course, that doesn't apply to the the games that come with a mouse, such as MarioPaint.

NMS: Will the lower prices include FX chip games like Starwing II and Stunt Race FX?

GK: Yes, yes, it will.

NMS: That's brilliant news!

GK: I thought you might like it.

NMS: Have you seen the updated version of Stunt Race FX?

GK: Yes, I have and it looks fabulous. I've seen most of the game and it is very, very impressive. Nintendo's decision to hold it back and further upgrade the game has made it a very hot game, indeed. It's now due to arrive in Australia in June/July.

NMS: One problem that our readers keep asking about is the lack of new NES and Game Boy games.

GK: Well, you will see that change a bit this year. We see both formats as being important to the overall growth of Nintendo so you will see new titles being developed and released for the NES and the Game Boy throughout the year.

NMS: How many?

GK: There won't be as many NES titles released as in it's heyday, but there will be enough new games to support the NES. Already the new NES Open Golf is selling well and there are more new games due out by June. We're planning on having the new model NES console out in the market by around June

so we're definitely not out of the NES market.

As far as the Game Boy goes, it has been a phenomenal worldwide success and now, with the news that Atari have pulled out of producing the Lynx and it's rumoured Sega are moving away from the Game Gear, the Game Boy is set to be bigger and better than ever.

NMS: What about all those rumours of a colour Game Boy?

GK: There will definitely be no colour Game Boy. I mean, the LCD screen has proven to be the market winner - why would you want to change that? It's cheaper to produce and therefore cheaper to buy, and it has a much lower battery usage than the colour handhelds, and being half the size and weight, the Game Boy is really the only true portable available. At the end of the day, the quality and quantity of good games is the key strength for Game Boy.

NMS: The news that everyone is waiting for is about the new Nintendo Project Reality 64-bit, 3D console. Is it still running on schedule?

GK: Yes, at this stage Nintendo envisage an initial launch of the arcade version later this year and the home console by next year, and by all accounts, it should still cost US\$250.

NMS: Have you heard any new details about Project Reality?

GK: Well, it will definitely be a cartridge-based system, but using a totally new technology to manufacture the games.. It will not be a CD system, although it will have the capability of being hooked up to a CD system just in case that becomes a viable option in the future.

The reason that it will be a cartridge system is that information transfer rates are immensely faster with this new cartridge technology compared with a CD, which, ultimately, means we can design better games.

NMS: The big news is the video game censorship debate. With the new classification system due to come into force around April/May this year, what do you think the major effects will be?

GK: Let me just say that Nintendo never has, nor ever will, produced a game that is R-rated or X-rated. That will never happen.

As to how the new classifications will effect us, I'd say they may be a minor inconvenience in that we will have to label all the games but, apart from that, they should actually help everyone in their purchasing decisions. After all, when it comes down to it, it's the gift purchasers and game players that buy the games and any information that will help them with their decisions has to be good.

NMS: Last question. Do you make everyone at Nintendo wear blue overalls and a red hat?

GK: Ha, ha, ha. No.

ROD



1. STREET FIGHTER II TURBO (Super NES)
Beat 'em up perfection, no less.
2. SUPER MARIO KART (Super NES)

Thrills, spills and excellent controls put it into a class of its own.

3. STARWING (Super NES)
An awesome 3D blaster with brilliant graphics and better gameplay.
4. NBA JAM (Super NES)

As a four-player, you can't go past these top notch arcade conversion.

5. SHADOWRUN (Super NES)
The only truly cyberpunk game.
6. F1 RACE (Game Boy)

The perfect commuting game. It also demands excellent driving skills.

7. SUPER MARIO LAND 2 (Game Boy)
OK, it's easy - it's also a lot of fun and doesn't ruin your eyes!
8. TECMO NBA BASKETBALL (Super NES)
A two player tour de force that requires a lot of strategy combined with blatant opportunism - just like the real thing!
9. SPINDIZZY WORLDS (Super NES)

Puzzle heaven, ahoy!

10. JURASSIC PARK (Super NES)
Megadrive owners must be tearing their hair out at the sheer brilliance of this 3D adventure compared to their boring old platform game.

JANE



1. SUPER MARIO KART (Super NES)
Consistently the most played game at home. Ruddy fabulous!
2. NBA JAM (Super NES)

It's the jam that makes the woman.

3. STARWING (Super NES)
Blast-a-rama that is totally

wild. Wicked bosses.

4. STREET FIGHTER II TURBO (Super NES)
This game has such an amazing amount of depth that you'll be playing it for years.
5. TETRIS (Game Boy)

No other Game Boy cart comes close to it.

6. PGA TOUR GOLF (Super NES)
I like golf, OK?
7. ZELDA - LINK'S AWAKENING (Game Boy)
At last, a real RPG for the Game Boy.
8. SUPER TENNIS (Super NES)
So, sue me! I like tennis, too.
9. ALIEN 3 (Game Boy)

Intense.

10. ZOMBIES (Super NES)
More laughs than a cemetery full of one-legged clowns.

NMS TOP TEN GAMES OF ALL TIME!

What a great idea, huh? Celebrate our first birthday by using the combined gameplaying brilliance of the NMS critics to come up with up the definitive Top Ten Nintendo games of all time. Unfortunately, as is usually the case when video game geni are asked to co-operate with each other, the debate quickly degenerated into a bitter shouting match with everyone accusing each other of having ten left thumbs and being unable to recognise a decent game if it came up and bit them on the bum. By the time Fat Boy stormed out after a 48 minute speech during which he called upon the international gameplaying community to support his petition for a wage rise, and demanded additional penalty rates for every stupid letter he had to answer, it was obvious that an official NMS Top Ten was a stupid idea.

So, here is the Official NMS Individual Reviewers Top Ten. A much better idea.

AMOS



1. STARWING (Super NES)

Fast and intensive blastfest. Why the leader of the universe's most feared armada is

shaggy ape-in-a-box is beyond me, though.

2. STREET FIGHTER II TURBO (Super NES)

Never fails to kick my bloodlust into overdrive. The two-player mode that really satisfies...

When you win!

3. ALIEN 3 (Super NES)

Get away from her, you bitch! Oops, wrong sequel. I say that to anyone trying to borrow my cart, though.

4. SUPER BOMBERMAN (Super NES)

Brilliant four-player powerzone. Have some laughs, blow up all your friends. And then lose them.

5. POCKY & ROCKY (Super NES)

Mega-tough shooter in refreshing non-platform view, thank God! Fact: Pocky is the most underrated sex symbol on the Super NES.

6. CYBERNATOR (Super NES)

I grew up watching Robotech. Why do I like this game so much?

7. SUPER STAR WARS (Super NES)

Destroying the Death Star instills a euphoric high in your system. What more do you want from a game?

8. NBA JAM (Super NES)

Ooooooh... This game is soooo good, I developed a rather nasty callous after playing. Euuuuuw!

9. ANOTHER WORLD (Super NES)

Has the best soundtrack ever - no generic tunes here! Spleen-rupturing frustration levels have been experienced during play... But it's worth it!

10. JURASSIC PARK (Super NES)

Getting lost in the Raptor Pen gave me a rising sense of panic not experienced since being locked in the loo back at primary school!

ANDREW



1. STREET FIGHTER II TURBO (Super NES)

This is a very good game. I like it very much.

2. SUPER MARIO KART (Super NES)

The best racing game I've played on any home system!

3. JOHN MADEEN

FOOTBALL '94 (Super NES)

There's nothing quite like a good game of gridiron.

4. SUPER TENNIS (Super NES)

Two-player tension at its best!

5. SUPER MARIO WORLD (Super NES)

The first platform game for the Super NES is still my favourite. No one can beat Mario!

6. NBA JAM (Super NES)

Four-player fun. Get that? FUN!

7. SHADOWRUN (Super NES)

A classy RPG.

8. JURASSIC PARK (Super NES)

A prehistoric safari on the Super NES.

9. PARODIUS (Super NES)

Like, hey man, this is wild!

10. REVENGE OF THE 'GATOR (Game Boy)

Portable pinball, with funky little 'gators!

JAMES



1. WAYNE'S WORLD (Super NES)

Only kidding. Obviously it has to be Street Fighter II Turbo, doesn't it?

2. TETRIS (Game Boy)

The perfect game - simple, and devilishly frustrating.

3. PARODIUS (Super NES)

A rock-hard shooter with a wicked sense of humour!

4. SUPER MARIO WORLD (Super NES)

The ultimate platform game? Hmm... certainly the most entertaining.

5. NBA JAM (Super NES)

More fun than picking your girlfriend's pimples!

6. STARWING (Super NES)

A glimpse of the future of video games. Ya-hoo!

7. BOXING LEGENDS OF THE RING (Super NES)

A bruising game that is quite subtle in its strategy.

8. SUPER BOMBERMAN (Super NES)

All the attractive simplicity of Tetris combined with blowing people up - brilliant!

9. PUGSLEY'S SCAVENGER HUNT (Super NES)

A bloody hard platform that is graphically superb. More fun than Prince of Persia, too.

10. SUPER MARIO KART (Super NES)

Totally addictive racing with all the charm of the Mario games.

SKULL



1. STREET FIGHTER II TURBO (Super NES)

One of few fighting games that actually requires skill. Definite satisfaction.

2. SMASH TV (Super NES)

Mindless violence ahoy!

3. SUPER PROBOTECTOR

(Contra 3) (Super NES)

Bang! Boom! Shoot! Destroy! Die alien scum!

4. SUPER MARIO KART (Super NES)

Beating someone in Battle Mode gives you such a good feeling!

5. WOLFENSTEIN 3D (Super NES)

Why aren't there more games like this?

6. LEGEND OF THE MYSTICAL NINJA

(Super NES)

An excellent combination of action and adventure, with a perfect atmosphere.

7. BART'S NIGHTMARE (Super NES)

The best Simpsons game yet - it even has chutney squishys in it. Mmmmm... Chutney squishys!

8. NBA JAM (Super NES)

This is what real basketball should be like. No rules!

9. ZOMBIES (Super NES)

This game will turn you into a zombie, and that's good!

10. SHADOWRUN (Super NES)

The graphics could have been better, but hey, it's a great quest.

MICHAEL



1. STREET FIGHTER II TURBO (Super NES)

I love it. You love it. We all love it. What else is there to say?

2. F-ZERO (Super NES)

Fast and furious racing action that leaves my internal organs behind.

3. TETRIS (All formats)

The simple things in life are often the best.

4. SUPER MARIO KART (Super NES)

Who could resist Mario and his cute little friends?

5. SIMCITY (Super NES)

I've always wanted to be king (or at least a mayor) for a day.

6. ELITE (NES)

Nothing beats this space-based game in terms of depth and excitement.

7. SUPER BOMBERMAN (Super NES)

At the moment, it is the penultimate in multiplayer mayhem.

8. ZELDA series (All formats)

The only definitive RPG for all Nintendo formats.

9. SHADOWRUN (Super NES)

Oh, and this one as well.

10. DESERT STRIKE (Super NES)

A shoot-em-up with an element of strategy leaves others of its ilk way behind.

Happy Birthday to YOU!

BUY

ClayFighter

WATCH THE ZONE, READ NMS, AND



WIN



That's right, it might be NMS' birthday but the pressies are all for you, dear reader. To celebrate this momentous occasion, NMS has teamed up with Metro Games and the radical new Channel Nine video games show, The Zone, to bring you the chance to fly overseas to tour Ocean and Interplay, two of the most happening software development companies around.



NMS



Happy Birthday to YOU!



Clayfighter is one of the most original beat 'em ups ever seen, with its range of extremely flipped out characters, including a convincing Elvis impersonator, and excellent speech samples. Oddly enough, the emphasis here is on having fun though there are enough special moves and individual characteristics to master to keep the most ardent beat 'em up fan happy. Look out for the full NMS review just as soon as we can drag Clayfighter away from Amos for long enough for him to actually write the review!

The Zone is Australia's first TV show dedicated solely to video gaming - and about time, too! Screening from April 9 on Saturday mornings on Nine Network, The Zone will bring you all the guff on the world of video gaming with the help of experts like NMS' very own gaming wizards, Rod and Amos (The Zone would be a very sad show without them) so, naturally, The Zone will take no prisoners in its search for gaming excellence - and, as you can see, watching The Zone is the part of this truly wicked competition that you

will enjoy almost as much as reading NMS. Don't miss it!



THE PRIZES

1st Prize: Win a trip overseas for two to visit the powerhouse software companies, Ocean and Interplay, plus a Super NES Programpad 2 joypad by QJ and a Super NES game from Metro Games.

2nd-5th prizes: Win a Super NES Programpad 2 joypad by QJ and a Super NES game from Metro Games. The Programpad 2 joypad, also supplied by Metro Games, features 66 pre-programmed moves, six spaces to program your own moves, auto-fire, slo/mo and heaps of other features that will make the average gamer dribble like a gibbon.

HOW TO ENTER

1. Buy a copy of the brilliant new Clayfighter Super NES game and cut the barcode from the packet.
2. Watch The Zone, Saturday 9, 16, 23, 30 April on Ch.9 and collect the secret passwords.
3. Fill out the coupon on this page and send it, along with the barcode from the Clayfighter game box and the passwords from The Zone to the address on the coupon.

Flights and accommodation are subject to availability and must be taken before end November 1994.

Send this coupon to Clayfighter, Ahoy! Competition, NMS, PO Box A305, Sydney South NSW 2000. Don't forget to include the barcode from the Clayfighter box and the secret passwords from The Zone!

Name: _____

Address: _____

Ph: _____ **Age:** _____ **M/F** _____

In 25 words or less, complete the following sentence: I would like to win first prize because:

Passwords: _____

CONDITIONS OF ENTRY

The promoters are Trielle Corporation, 363a Pitt St, Sydney NSW 2000 (ACN 003 330 392); Playcorp Pty Ltd, 62-72 Mark St, North Melbourne, Vic 3051 (ACN 006 277 363); Beyond Productions, Unit 14, 175 Gibbes St, Chatswood NSW 2067 (ACN 003 433 216). Entry is open to all residents of Australia with the following exceptions. Officers or employees and the immediate families of the promoter, its advertising, sales promotion agency and printers are not eligible to enter. Entries close by the end of the working day Wednesday, 25 May, 1994. The winners' name will be published in a future issue of the *Nintendo Magazine System* and announced on a future episode of *The Zone*. Prizes are not transferable nor are they redeemable in cash. All insurances and spending monies are the responsibility of the prize winner or the prize winner's parent or guardian. The judges decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is a game of skill, not chance, and as such all entries will be judged on merit. © 1994 Nintendo

REVIEW

SUPER NINTENDO

ENTERTAINMENT SYSTEM



CART SPEC

- BY: NINTENDO
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: STR
- CART SIZE: 8 MEG

GAME INFO

- PLAYERS: 1
- CONTROL: Mouse
- GAME DIFFICULTY: Reasonable
- CONTINUES: Infinite
- RESPONSIVENESS: Okay
- 1ST DAY SCORE: Reach level 6
- GAME ORIGIN: Based on the adventures of these wacky Marioland characters and evil alternate dimension Mario-Wario.

CONTROLS

- HOW TO PLAY: Use the mouse to guide your little fairy around, pressing the left mouse button to use his little magic wand to fill in blocks, smite nasties etc. Should Mario come into contact with spikes or foes he loses one of his three lives.

- L** Activate wand
- R** Pause/unpause the game
- L/R** NO FUNCTION
- S** START: NO FUNCTION
SELECT: NO FUNCTION

That dastardly Wario, he's a wily one alright. Once again he's come up with a dastardly plot to destroy his arch-enemy, Mario. After saving up all his pocket money since *Marioland 2*, Wario rushed out to buy himself an old one-man propeller bomber and a selection of devices to drop upon our favourite plumber. Yes, pipes, dinosaur eggs, buckets - you name it, Wario's going to drop it on Mario's head.

The logic behind this stems from Wario's obsession with killing Mario by means of hazard-filled platform levels. Y'see, he had quite a few of these left over from his last game, and it seemed a shame to waste them. However, knowing Mario's own platform fixation, Wario thought it would be a good idea to even the odds by blinding the plucky plumber - not by use of a soldering iron or anything, but by dropping an object over his head which would hopefully become lodged and immovable. Anyway, there's still hope for Mario. His platform expert bro' Luigi has infiltrated each of the hazardous levels and is waiting at the end - ready to free Mario's head. Quite why he doesn't wait at the beginning of the level is another mystery. However, the biggest help is in the form of a mysterious little fairy armed with a magic wand which can make blocks Mario to cross otherwise impassable gaps. And so it falls to our winged wonder, whom we shall call Barrio, to save our superhero!



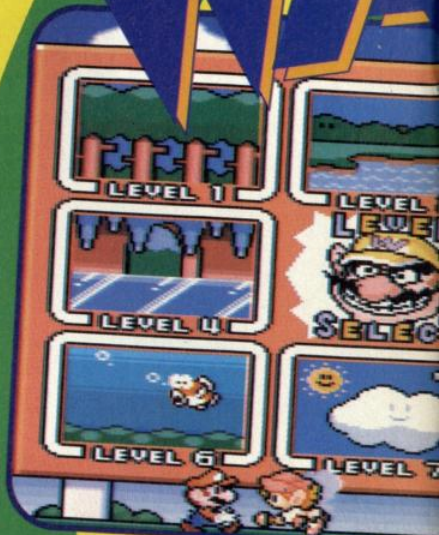
KILL YOSHI! I MUST KILL YOSHI!

Actually, whilst Mario is Wario's prime target, being a master of evil and crinkle-cut moustaches he isn't really that bothered who he bumps off. Ergo, at the beginning of each level you're given the choice between Mario, the Princess or Yoshi getting it on the bonce. Each character moves at a different speed, with the high-heeled Princess the slowest character and professional people-carrying slave to the masses the speediest. The faster the character moves, the harder the game is, with the player having less time to react to each situation.



▲ I can see I'm going to have to come up with a least one joke about a guy walking round with his head in a bucket. But what will it be? Hmm.

MARIO



MARIO & WARIO

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



▲ Skill is needed in the pipe-heading sub-game.



STAR-AR, THAT'S WHAT THEY CALL YOU

Some levels contain four weeny little stars which, when collected together, grant Mario an extra life. However, they're always scattered across the four corners of the stage, meaning Mario has to traipse all over the shop and generally negotiate a load of extra puzzles in order to obtain them. Therefore, whilst completing the stage may be simple enough, completing the stage, nabbing all the stars and doing it all within the strict time limit makes it a whole different situation.

COMMENT

If Nintendo were hoping to sell their Mouse on the back of this title, they are going to be a little disappointed. For while the whole package looks, sounds and plays brilliantly, there is something about the game that leaves you wanting more.

ANDY

Perhaps it's something to do with the fact that for the first few levels the puzzles are so tediously easy that it's difficult to maintain any interest. Things do improve, but in the harder later levels the real battle is between you and the mouse as opposed to against the game. Another thing - seeing as this is a Mario spin-off is it really a good idea that we only ever see him with a bucket over his head. If you're looking for a good excuse to get the mouse, take a look at the great King Aurthurs World and use this as a follow up. Not bad but not brill.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



▲ Still no sign of that bucket-on-head gag. Sorry.



MENTAL BLOCKS

This filling in blocks business isn't as easy as it sounds. For starters, you can't just bung a block anywhere. It's only possible to create a block where there is a Psychic Potential Block Field. Luckily, being a fairy, it's possible for you to see the oft-ignored auras that appear as a white outline. Even then there are loads of different kinds of block to deal with.

REGULAR BLOCK: Click your wand on this field and a block appears and stays there forever.

SMALL BLOCK: Just like the regular block but much smaller, and correspondingly harder to click on in a tight situation.

TEMPORARY BLOCK: The psychic field of these blocks is weak, and so once activated, these blocks last only a few seconds before requiring a top-up of magic.

SMALL TEMPORARY BLOCK: Not the sort of block you like to see, these little fellers are both difficult to activate and only last a short while.

ROCK BLOCK: These blocks are present when the level begins, and need to be smashed up by use of magic to allow Mario to pass through.

COIN BLOCK: Clicking the coin block releases one of the ten coins contained therein. As in all Mario games, collecting one hundred coins earns an extra life.

ENEMIES: Not, strictly speaking, blocks at all. These scary creatures come in a variety of forms, from black spiky spiders to flocks of bats - and each one needs smiting with your wand to save Mario from death.



COMMENT



Mario V Wario continues Nintendo's plans to diversify the Mario games. So far as promoting the mouse

RAD

and adding to Mazza's range of activities, it succeeds brilliantly. However, it does fall down in a couple of ways. For starters, the first four levels are incredibly easy, allowing to breeze pretty much halfway through the game nary losing a life. After this, things get much tougher and the game becomes much more enjoyable, especially if you choose to try and collect all the stars. There's also the problem that, despite how hard it does get later, you've got infinite continues which means it doesn't take too long to get right to the end, and as with all puzzle games of this ilk, once you've completed it there's no reason to play it again. If you've already got the mouse, this is certainly worth a look, but if this is your sole reason for forking out for the plastic rodent you should spare a thought before handing over the readies.

RATINGS



BREAKDOWN

STRATEGY	■	■	■	■
ACTION	■	□	□	□
CHALLENGE	■	□	□	□
REFLEXES	■	■	□	□
ORIGINALITY	■	■	□	□

LOW FAIR GOOD HIGH

LONG-TERM INTEREST

HOUR	■	■	■	□
DAY	■	■	■	■
WEEK	■	■	□	□
MONTH	□	□	□	□
YEAR	□	□	□	□

LOW FAIR GOOD HIGH

PRESENTATION

▲ Impeccably presented throughout, as you'd expect from a Mario title.

▼ Nothing in the way of options.

90

GRAPHICS

▲ Smart stylised sprites and detailed backgrounds. Colours are pretty.

▼ Some sprites are overly simple.

88

SOUND

▲ Lots of lovely twinkly Mario tunes.

▼ Not many effects.

87

PLAYABILITY

▲ Easy to control, quite absorbing when things get hard.

▼ Takes a while to get into the challenging levels.

86

LASTABILITY

▲ Some of the later puzzles are exceptionally rock hard like you would not believe.

▼ But you've got infinite continues, and once you know how to beat each puzzle you won't want to play it again.

70

OVERALL

81

Worthwhile for mouse fans, but take look at Yoshi's Cookie as well and choose your favourite.



Kinder® SURPRISE



HUNDREDS OF
DIFFERENT
TOYS TO
COLLECT

MORE MILK
LESS COCOA



A DELICIOUS MILK CHOCOLATE EGG
WITH AN EXCITING TOY SURPRISE,
EVERYTIME

FERRERO

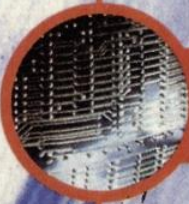
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: MINDSCAPE
- RRP: \$119.95
- RELEASE: FEBRUARY
- GAME TYPE: PLT
- CART SIZE: 8 MEG



GAME

- PLAYERS: 1
- CONTROL: Joypad
- GAME DIFFICULTY: HARD
- CONTINUES: PASSWORD
- RESPONSIVENESS: GREAT
- 1ST DAY SCORE: COMPLETE FIRST TWO LEVELS
- GAME ORIGIN: All-new game starring that lovable fowl they call Alfred Chicken.



CONTROLS

● HOW TO PLAY:
Guide Alfie through the puzzle-laden platform environs collecting balloons, killing mice and the like.

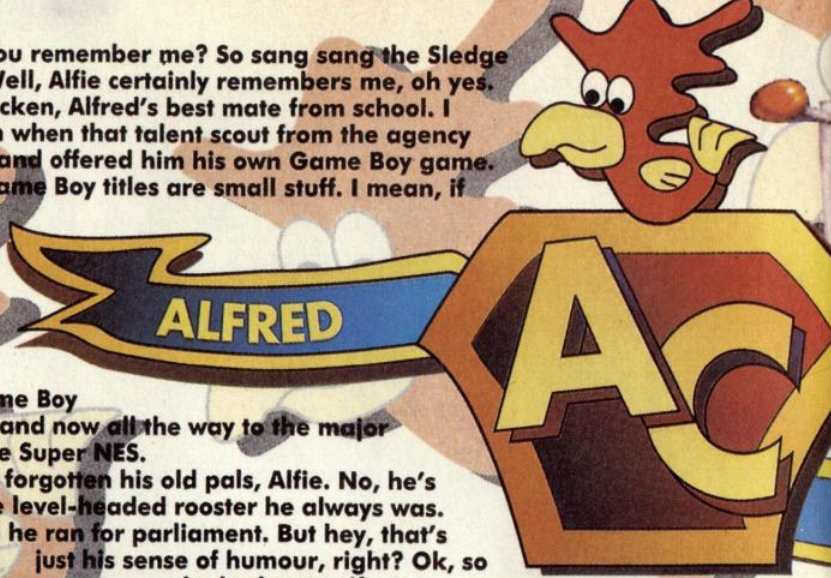
- A** FIRE BIRDSEED
- B** JUMP
- X** NOWT
- Y** FIRE BIRDSEED
- L/R** L:NAFFINK
- S** START: PAUSE
SELECT: ON NO

Alfie, do you remember me? So sang sang the Sledge Sisters. Well, Alfie certainly remembers me, oh yes. I'm Greg Chicken, Alfred's best mate from school. I was with him when that talent scout from the agency spotted him and offered him his own Game Boy game. Of course, Game Boy titles are small stuff. I mean, if Hammering Harry can do it, anyone can do it, right? But Alfie was always special, and Game Boy lead to NES, and now all the way to the major league on the Super NES.

He hasn't forgotten his old pals, Alfie. No, he's still the same level-headed rooster he always was. Yeah, maybe he ran for parliament. But hey, that's just his sense of humour, right? Ok, so he had a manifesto

entirely based on people giving him money and buying him drinks, and he made his mum drive him round in his campaign van or he's buy her roost and turn her out into the yard, but that's just youthful hi-jinks. And posing with that cheesy Page 3 model? Yeah, well Alfie always was one for the birds. So what if she was pig-ugly by chicken standards? Hey, I bet he was just doing it for fun.

You know what he said to me the other day? "Greg," he said, "get off the damn 'phone, I'm expecting an important call from my financial advisor." Yeah, that's Alfred all right, never too busy to catch up with the word from the old neighbourhood...



COMMENT

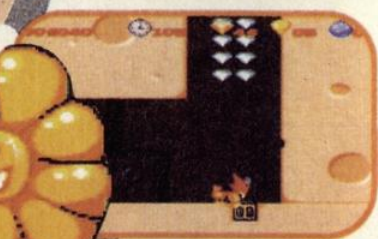


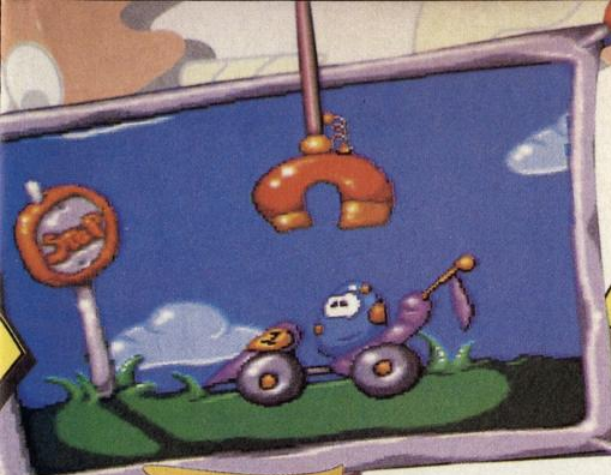
ANDY

Alfred Chicken might not be the most original game around but it certainly is one of the more enjoyable. Every aspect of the 8-bit Alfie games has been ported over and given just the right amount of Super NES treatment. Similarly, the challenge has been upped, too,

but not so much that it gets frustrating - if Alfie buys it, it's due to your ineptness and not some unseen death-pits teeming with baddies. In fact, I have rarely taken to a game as quickly as this but I do, however, have a gripe. Despite the size of the game, some of the levels look a bit samey - level six, for instance, looks like a speeded up version of level one. Still, for your money, what you get is a classic platformer with an all-new challenge that is quite huge. Cock-a-doodle-doo!

▲ Get off the abacus feather-breath. We don't hold with your sort 'round these parts...





CHICKEN

▲ Hmm, it seems we're in another one of those baffling magnet/egg/toy car situations.



Alfred stopped dead in his tracks, transfixed. Could that really be Rod appearing on The Zone?



DIE YOU CLUCKERS!

Alfred's abilities are pretty much unchanged in his new outing. He still jumps very high. Keep on pressing the jump button in the air and he'll flap his wings to slow his descent. Pull down whilst falling to go into a deadly beak dive, the only way to kill you enemies. And of course, pulling down whilst standing has Alfred peck at the ground, the only way of releasing those balloons. Mr Peckles is still around, hiding in most levels, but you no longer need to find him to get your claws on the coveted pellet-shooting ability. Simply grab any jam jar and birdseed-firing capabilities are yours until you decide to continue. Despite being very bouncy and prone to ricocheting off the floor, this missile attack is highly useful.

COMMENT



RAD

I must admit that Alfred Chicken is one of my favourite Game Boy games, but I wasn't too sure how I'd translate to the Super NES. To my pleasant surprise, Mindscape have done a brilliant job. The backgrounds are far more varied and detailed, the graphics are pin-sharp and the use of colour is exceptional. Instead of converting the existing game design, Super NES Alfred has a whole new layout, and it's absolutely huge! There are more levels here than you would believe, and as they start getting tricky after about stage five it should take ages to beat the game. Alfred certainly isn't for everyone, thanks to it's more puzzly bias, although the platform action is tricky enough. But if you think you can handle a bit of cerebral stimulation in with your reflexology, Alfred Chicken is a game you should seriously have a look at.



RATINGS



BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHALLENGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEXES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEEK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MONTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Great intermissions, options, titles etc etc.

89

GRAPHICS

▲ Brilliant use of colour and stupendous backgrounds. The sprites are lovely and cute.

▼ Sprites are a bit on the small side, though.

81

SOUND

▲ Brilliant re-work of the famous Alfred theme and cartoony-type effects.

86

PLAYABILITY

▲ Very smooth indeed, this is a lot faster than previous Alfred efforts, and much more taxing.

▼ Non-puzzle fans may find the going dull after fifteen stages or so.

90

LASTABILITY

▲ HUUUUUGE amount of levels and some rock puzzle/dexterity combinations make this one tough cookie.

88

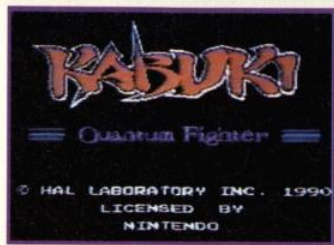
OVERALL

87

A great game, a really, really excellent game, but may not appeal to hard-core death fans.

REVIEW

Nintendo
ENTERTAINMENT
SYSTEM



CART SPEC

- BY: HAL
- RRP: \$79
- RELEASE: OUT NOW
- GAME TYPE: PLT
- CART SIZE: 4 MEG

GAME INFO

- **PLAYERS:**
One
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Medium
- **CONTINUES:**
Two
- **RESPONSIVENESS:**
Good
- **GAME ORIGIN:**
An original game created by Halken Laboratories.

CONTROLS

- **HOW TO PLAY:**
You must guide Col. O'Conner's persona through six levels of standard platform fare, while obliterating everything that moves on the screen.

- A** Jump
- B** Attack! Attack! Attack!
- S** Starts/ Pauses game
- S** Select mode of attack

KaBUKI QUAN FIGHTER

In the future, world affairs are monitored and controlled by a single supercomputer. Naturally, the computer's mainframe is invaded by a mutated virus and, as is already obvious to anyone who even has a dash of imagination, the world is brought to the brink of global destruction.

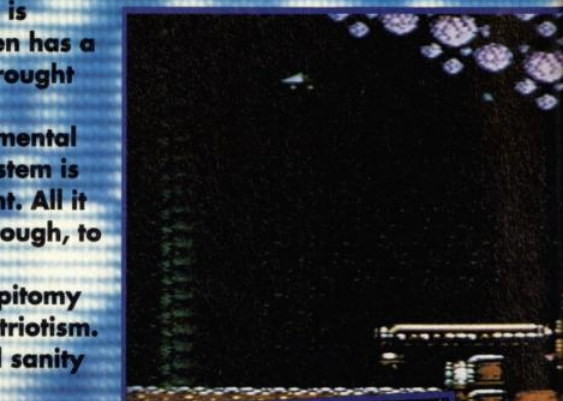
But wait - there is hope! An experimental device called the Image Transfer System is at the final stages of its development. All it needs is someone brave, or mad enough, to try it.

Enter Colonel Scott O'Connor, the epitome of truth, justice and unreasoning patriotism. He bravely offers to risk his life and sanity to give the world one slim chance at survival and, before he can change his mind, his mind is transferred into the mainframe. In his new persona, Scott O'Connor is - the Kabuki Quantum Fighter!

FRACTAL FIREPOWER

The heroic colonel has a variety of attacks to help finish each objective. You initially start off with your hair. That's right, the fuzzy stuff that grows on top of your head as well as, ahem, on other parts of your anatomy. Anyway, our brave colonel uses his lanky locks to lash out at his opponents. He also gets a full complement of memory chips to fuel long distance attacks.

As you finish each level, you get another weapon such as fusion guns, Quantum bombs and electronic sticks of dynamites. By using these special weapons, you can hit enemies which are otherwise inaccessible to your normal attacks.



COMIC RELIEF

Between each level, you are presented with an illustrated storyline which informs you of your progress through the computer mainframe. This helps to give this platformer a sense of meaning and direction. It really doesn't affect the game in any way, other than to give you an occasional break from playing.



FUM

BUGS IN THE SYSTEM

Colonel O'Connor is given specific mission objectives in each level, although they are invariably carried out in the same manner. You have a time limit in which to get to the end of each level, if you don't, you lose a life. Of course, you have a vast array of opponents to vanquish in each level, in addition to the life-sapping traps which also must be avoided. In a surprising move, killing these enemies often reveals weapon power-ups and the occasional extra life. Also, predictably enough, you will find an end-of-level boss to confront at the (where else?) end of each level. These characters are particularly nasty and have special attacks that only something of their electronic calibre can pull off. In essence, you have to devise your own tactics to foil them; one of which is to sacrifice memory chips for additional life.



◀ Kabukiman discovers underground springs. He bottles the water, slaps a fancy label on it and makes a million selling it to suckers (like Rod and Julie).

◀ She-wing! Go Kabukiman, swing these funky red droids!

▼ Use platform!



COMMENT



MICHAEL

If I were to review this game, oh, about five years ago, I would have given it top marks. But technology marches to its own beat, and what a rapid beat it is! Everything about KQF is so mediocre

that it is hard to say what is good, or bad, about it. Compared to the vast range of games available on the market, this little piggy is left well behind.

If you are one of those nostalgic people who value everything that belongs to the past, the KQF should give you a pleasant idea of what gaming was like then. If you're looking for something simple to play, something that won't burden you with overcomplicated rules, then this is the game to get. Otherwise, expect another dull platform/shooter.

THE LAY OF THE LAND

I couldn't imagine the insides of a computer looking the way they do in this game. Apparently, there are platforms in which you can walk or jump on. Not to mention ladders and, heaven help us, moving water. This is, perhaps, how Colonel O'Connor perceives his environment. Anyway, you need these structures to get you where you want to go. Also, since you are dealing with a computer virus, you have to watch out for spores left behind by this digitised epidemic. Stay away from these since they either sap your precious energy, or spawn more enemies for you to fight.

RATINGS



BREAKDOWN

STRATEGY	■	■	■	■
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	■	■	■
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	■
YEAR	■	■	■	■
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Between level storylines add a great deal of flavour to an otherwise bland game.

62

GRAPHICS

▲ Not bad...
▼ But not outstanding either. In other words, your average platform-style playing area.

54

SOUND

▼ It sounds as good as it looks.

58

PLAYABILITY

▲ It's an easy game to get into. You don't really need to look at the instructions.
▼ But that isn't enough to make it exciting, is it?

68

LASTABILITY

▲ There's quite a bit to do and your joy-pad skills will be crucial to completing the game.
▼ The levels aren't really that long. Skilled players might be able to get through this rather quickly.

52

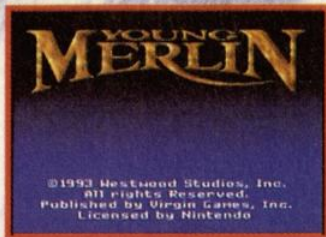
OVERALL

61

Your standard, run-of-the-mill platformer. It won't repel you, but it certainly won't charm or attract, either.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

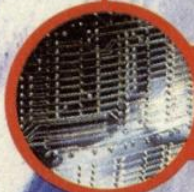


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Published by Virgin Games, Inc.
Licensed by Nintendo



CART SPEC

- BY: VIRGIN
- RRP: \$129.95
- RELEASE: APRIL
- GAME TYPE: RPG
- CART SIZE: 16 MEG



GAME INFO

- PLAYERS: 1
- CONTROL: Joypad
- GAME DIFFICULTY: FRUSTRATING/EASY
- CONTINUES: PASSWORD
- RESPONSIVENESS: OKEY-KOKEY
- 1ST DAY SCORE: NOT TELLING
- GAME ORIGIN: Young Merlin is an all-new character created by fantasy RPG specialists Westwood Studios.



CONTROLS

● HOW TO PLAY: Guide Merlin Jr through the hazard-ridden landscapes, collecting gems to complete the rainbow, learning spells, vanquishing foes etc..

- A** NOTHING
- B** STARSHOT
- X** NOWT
- Y** MAGIC ITEM
- L/R** L: SELECT ITEM
R: SELECT ITEM
- S** START: PAUSE/SHOW PASSWORD
SELECT: SHOW INVENTORY

It's not often that you take time to consider what it was famous mythological figures got up to when they were nippers. You know, before they got all starry and famous. This is exactly the premise of Virgin's latest RPG offering, *Young Merlin*. It tells how the boy Merlin awakes one morning to hear a drowning maiden's cries for help. Labouring under the false impression that he might be in with a chance of a snag, he sets off to rescue her. Foolish boy - he hasn't even got his 25 metres certificate yet. When he awakes, still slightly damp, from his own near death experience he finds himself in a land under threat from the sinister Shadow King. Naturally, it falls to our hero to valiantly, though some would say stupidly, take on the might of this evil sorcerer and return the land to its rightful inhabitants. Just the sort of thing any self-respecting adolescent would do, I'm sure. So off he trots, under your guidance, battling against the Shadow King's pesky minions and solving the numerous puzzles. If that's not enough, he even indulges in a spot of mine-carting too.

Developers Westwood Studios reckon that they developed *Young Merlin* for the younger player and have made it almost completely text-free, relying instead on graphic devices to tell the story. We'd better have a butcher's then...

M



MAGIC POCKETS

That Merlin kid must have big pockets. Either that or he's got rather thin legs. Mindless speculation aside, it's a modern-day marvel how much he manages to cram in there. Here's a breakdown of just a few of the magical items he has secreted about his person:



YOUNG MERLIN

BUBBLE BLOWER: I mistook it for a magnifying glass at first, but blow bubbles it does - nice ones too. However, the Shadow King's 'meanies' don't look on them as favourably and run a mile whenever you blow one upon them. This comes in especially handy for those of you hoping to visit Pinedale.



MAGIC DUST: This handy item is magic in two ways. Firstly, just a pinch flung in a foes face renders them frozen, enabling Merlin to get a few sneaky star shots in there first. Secondly, this little bag of dust is as capacious as merlin's pockets - the stuff never runs out!



COMMENT



Full marks to Virgin and Westwood for trying something a bit different. The result is an absolutely vast challenge which succeeds on many levels, but falls down in other areas. First of all, don't let the cutesy graphics put you off - this has got to be one

of the most challenging titles seen in quite a while. At first glance everything looks incredibly simple, until you realise that there's an awful lot to be done and you're given very, very little help along the way. Merlin, looking exactly as you'd expect, is left to wander around the play area as you try to discover what you're supposed to be doing next. This is entirely deliberate, and when you actually manage to figure out the puzzles the reward is that much greater. However, some of the challenges are simply too tough, and can prove frustrating. To compensate, there's a great deal of humour in the game - mostly timed to arrive when you're least expecting it - and the game hangs together well as a good example of fiendish puzzledom. A good game for people prepared to put in the time and overcome the annoyingly difficult sections, and one which may well inspire other game developers to think bigger. Check it out and decide whether it's right for you.

BALLOON: This is one of those helium-filled ones that you play around with for five minutes, then get bored and undo so's you can inhale the gas and make your voice go funny. That's not quite what happens when Merlin inhales his - he turns into a balloon himself and is able to float up to hitherto unreachable areas. Bear this in mind when mining.

IT'S A GEM

If, on his travels, the boy Merlin comes across colourful gems lying around, for gawd's sake don't pass them by. Instead, have YM pick 'em up and chuck them in the nearest special pond - you'd be surprised what benefits this apparently foolish act can reap. In the early stages Merlin receives such goodies as freezing powder and magical bubbles, while in later levels..well, we're not about to ruin that surprise. Don't try this one at home though...



BOTTLE JAR, JAR BOTTLE

Another one we wouldn't recommend you to try at home is drinking from your local pond - you never now what might happen. The same isn't true for Merlin, though. You

see, in Merlin's time there was no such thing as acid rain and dogs weren't allowed to poo in ponds so the water was a lot safer to drink and, far from giving you a nasty dose of the squits, this water has some very beneficial properties and is well worth collecting in Merlin's jars and saving for the proper occasion. Clear water restores Merlin's health after a nasty set-to, whilst Blue Water endows our diminutive hero with temporary invincibility.



GIS A KISS, FISH BREATH

Teenage lads, eh! Just out of childhood and all those hormones rushing around with nowhere to go. In other words - lock up your daughters! Or in this case lock up your mermaids - Young Merlin just can't get enough of 'em! This is more than amply demonstrated in the underwater stages where practically every sea cave houses a mermaid for the randy youngster to snog. It's a good job that they're obliging teenage mermaids, though. Merlin relies on their kisses, for without them his oxygen supply soon runs out and the hormonally-challenged lad suffocates. Not good.

COMMENT



Grrr! Some parts of Young Merlin had me biting chunks of masonry out of the walls in

sheer frustration. The puzzles involved are not in themselves complex but tend to be rather disjointed - often, just when you think you've completed a task, you find you've got to leg it back all the way to a particular point to chuck a gem in a pond to collect another item then go all the way back again. Ordinarily this isn't a bad thing, but with no text to tell the story and no map to refer to, it's not always clear what it is you're supposed to be doing and where to do it. However, the bulk of the game is pretty good and there are a lot of genuinely funny bits included. I especially liked the little "meanies" who roll over and fart at you, or bite your ankles when you're not looking. All things considered I enjoyed Young Merlin. It doesn't take itself too seriously and does try to include a few different play styles, with varying degrees of success. If you can grit your teeth through the annoying bits and are looking for something a bit original, give this a look.

RATINGS

BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHALLENGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEXES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEEK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MONTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Not the most interesting title screen ever created, but the in-game cut-screens are good.

80

GRAPHICS

▲ Bright, clear, colourful and nicely animated too.

88

SOUND

▲ The tunes are all pretty good and fit the action. Some of the sound effects are great, especially on the meanies.

▼ But the collision detection is a unforgriving and leaves no room for the inaccurate.

88

PLAYABILITY

▲ Merlin responds well to all your commands. Some of the puzzles require a fair bit of detective (and log) work...

80

LASTABILITY

▲ The challenge itself is quite big...

▼ But the game can prove frustrating in places too. The password system doesn't save past some of the more angst-ridden bits.

86

OVERALL

80

It's not quite up to Zelda standards, but well worth a look for younger fans of this game style.

BIO METAL

REVIEW

FOR NINTENDO
ENTERTAINMENT SYSTEM

Blast off and strike the evil Bydo empire! This is your mission, and this is, err... hold on, wrong game. Doh!

Oh well, these shooters all have the same plot, anyway. Let's try again.

The year is 232 G.C. (Galactic Century) and an intergalactic war has just ended, leaving a legacy of massive destruction. Obviously, the rebuilding of your side's military fleet comes before aid to civilians and, with the Milky Way's natural resources depleted, a new source of raw materials has to be found. And that source is the planet UP457

which has been designated to be ransacked. The first exploratory mission was unsuccessful, destroyed by unknown aliens. (The evil slime, how dare they defend their home planet!)

Now it's up to you to sort them out so that The Federation can once again rule the Galaxy unopposed! Your ship of death is the new (probably experimental) MF-92GX, and it is armed with a sinister new weapon, a weapon so devastating, it has been banned in 257 solar systems throughout the galaxy. This weapon is... bad techno-pop music! Watch the alien scum run in fear!

GREAT BALLS OF BLUE

As well as the horrid sounds of 2 Unlimited, your ship is equipped with the GAM weapon device. Basically, this GAM thing consists of four blue balls that orbit your ship. These balls can be manipulated to extend out and smash through anything in their path. Naturally, they are indestructible.

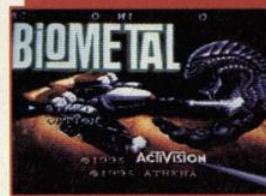
However, while the GAM device is in operation, your power supply to it decreases and, when fully exhausted, it needs

to be recharged. Once activated, though, the GAM can be turned off to recharge if you don't need it, as it's best used when you are under heavy attack or fighting a boss.



DROP IT RIGHT THERE, PLEASE, MR ALIEN SCUM!

As you would expect of your average shooter, Bio Metal has power-ups to enhance your ship's fire power. The standard weapon is a single straight shot, but with the right power-ups it becomes a triple shooter. There is also a laser which is more powerful, a wave weapon which can fire fore and aft, and homing missiles. The problem is that they are all quite pathetic. Never mind, extra lives are also to be found by shooting the right baddies.



CART SPEC

- BY: ACTIVISION
- RRP: \$99
- RELEASE: APRIL
- GAME TYPE: SHT
- CART SIZE: 8 MEG

RATINGS



PRESENTATION

- ▲ Three difficulty settings.
- ▼ Totally uninspiring intro.

76

GRAPHICS

- ▲ Level one boss goes trippy at first.
- ▼ But everything is soooo bland. Low detail on sprites and backgrounds and NO variety. Some slow-down, too.

32

SOUND

- ▲ Good to hear the developers using new sources for soundtracks.
- ▼ But why 2 Unlimited?!?! Yeeech! And the sound effects are pathetic.

39

PLAYABILITY

- ▲ Fast, responsive controls.
- ▼ Nothing much to do other than just sit there with your thumb on the fire button. No obstacles. Nyet. BORING.

68

LASTABILITY

- ▲ It's very tough and completing the game is a challenge.
- ▼ There is absolutely NOTHING to hold your interest. Very one dimensional.

62

OVERALL

A half-baked shooter which is let down by a lack of variety in the gameplay and sad graphics and sound.

53

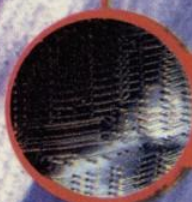
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: TRADEWEST
- RRP: \$99.95
- RELEASE: APRIL
- GAME TYPE: RACING
- CART SIZE: 8 MEG



GAME INFO

- PLAYERS: 1-2 AI
- CONTROL: Joypad
- GAME DIFFICULTY: Hard
- CONTINUERS: None
- RESPONSIVENESS: Good
- 1ST DAY SCORE: Complete second leg.
- GAME ORIGIN: Sequel to the famous racing coin-op Off Road Racing.



CONTROLS

- HOW TO PLAY: Drive your car around the humpy off-road track, finishing in sixth place or better to qualify for the next run.

- A** NITRO
- B** ACCELERATE
- X** BRAKE
- Y** NITRO
- ←** STEER LEFT
- STEER RIGHT
- START**: START/RUN/PAUSE
- SELECT**: NOTHING

There's a lot of money to be made in off-road racing, apparently. Beats anyone where it comes from though. I mean, no-one ever watches it when it's on the TV (usually on exceptionally dull Bank Holiday mornings), no-one pays good money to go and see the "event" live, and heck, no-one even knows the names of any of the drivers. Where do these chaps come from? Where do they go? Do they have a career in off-road, or are they simply actors hired by crap American TV companies to make cheap Wild World of Sports programmes?

Well, now's your chance to find the answers to all these questions with the sequel to the incredibly successful Ivan "Ironman" Stewart's Off-Road Racing (well, alright, some people might know his name). Instead of the tiny cars and overhead view of the first title, Super Off-Road - The Baja is on a behind-the-car view, giant sprites tip, making it more akin to Mario Kart than the jolly little original we know and loathe. But does this make it a better individual? Well, hey, just read this here Review and find out. Yeeha.



BUY THINGS IN A SHOP

Like all good off-road racers, you have nothing better to spend your prize money on than extra bits for your truck (in the game at least). So after every race you are given the opportunity to buy upgrades for your machine in Honest Steppenwolf's Truckerie. Honest buys and sells upgrades, allowing you to trade in upgrades which aren't very useful in the next leg. After the first stage, visits to the Truckerie are taken in real time, meaning shopping costs valuable seconds. The full complement of tasty extras available is listed here.

LIGHTS: With the Baja being a 900 mile off-road trek, there are times when it's going to be dark. Improving the power of your headlights (useful in no-light situations) costs a quite amazing \$7000, more than new shocks!

TYRES: Very useful in the grip department, better tyres are all important for the muddier sections of the course. Tyre upgrades costs a whopping \$5K each.

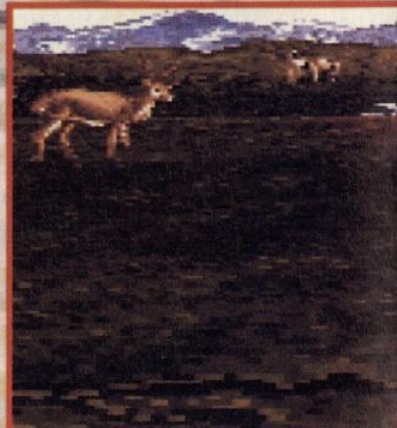
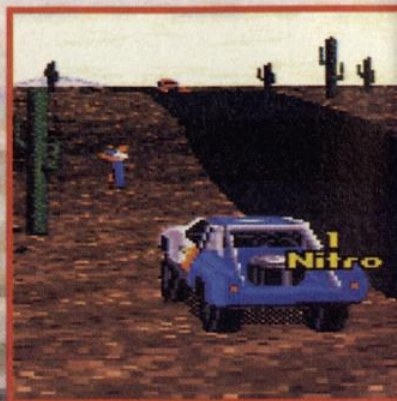
BRAKES: Not at all useful really, because you never actually need to hit the brakes during the game. Still, if you want to waste your money each new level of breakage costs \$4000.

SHOCKS: Now these are very important as they protect your truck from the damage incurred through rough driving and rougher crashing. One level of shocks sets you back a whopping \$6000.

ENGINE: A bigger engine means a faster truck, and so improving your under-bonnet motor is a very good idea indeed. Sadly, though, this is pretty pricey at nine grand per level.

NITROS: You can carry as many nitros as you can afford, and it's quite advisable. Each one allows you a bit of a turbo boost. Although you start the game with 25 it's a safe bet a lot of your cash shall disappear into nitro investment. One nitro costs \$1000.

S O F T H



U P E R

OFF ROAD

E B A J A

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

COMMENT



ANDY

Just like in the original Off Road, this game is quite a laugh for about half an hour. After that, I found

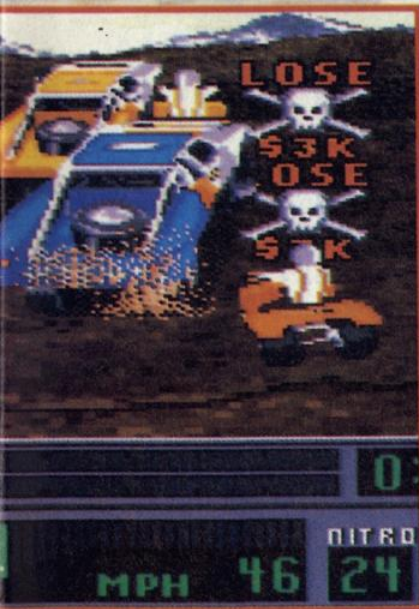
several points began to annoy me. For instance, while your car potters along at a moderate pace there is no real feeling of great speed - something I consider essential for any decent racing game. All the nitros seem to do is make an inoffensive popping noise and send your car careening off the track and into into a helpless bystander - the bumpy nature of the track coupled with the jerky scrolling have a similar effect. Also, and this is a feature that it shares with its predecessors, the extras that you spend your hard-earned on don't seem to make much of a difference to the performance of your motor. That said, it's not an appalling game - it has some nice touches, great graphics in spite of their jerkiness and certainly presents a reasonable challenge. But I think it's telling that I spent most of my time trying to find stuff to run over!

IVAN ACE TIP FOR YOU

That nice Ivan Stewart is a lovely man. He doesn't just endorse this game, he's taken a personal hand in the production. Before each leg of the Baja, his cheery face appears offering some helpful advice, although it's generally of the standard of "Go very fast and beat other cars". Not just this though, he also makes his presence felt whenever you pop into the shop, advising you on what to spend your cash on. It's often a good idea to listen to this advice, as being a professional off-road racer Ivan knows what he's talking about. Although the advice is probably just made up by the programmers.



▲ There's loads of room for a good Badger caption, so you'd better think of a funny one Andy," said Dave, hopefully.



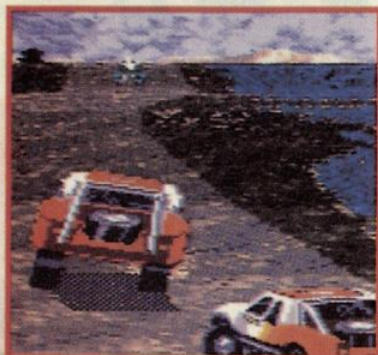
DRIVING OVER MISS DAISY

Of course, Mortal Kombat has changed games forever. Now not even a humble racing game is complete without its share of gore and gratuitous death sequences. Indeed, Super Off-Road has plenty to cater for would-be hit-and-run merchants. Occasionally you may see a deer, or better, a person standing by the side of the road. Should you run into them, they die with a horrifying scream. There are also quad bike riders on the course, and slamming into them at high speed dislodges them from their mounts. If you're quick you can even run the driver over while they lie prone on the track. Of course, all this death is morally detestable, so drivers lose between three and ten thousand dollars per kill. Well worth it!



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



▲ "More Badger jokes I think. You might like to mention voles etc...and maybe my cat Tigger," proffered Dave in vain.



▲ "Okay, how about, look at the badgers on that!" suggested Andy, feebly.



COMMENT



RAD

I must admit I was never particularly enamoured of the original Super Off Road - it was just a bit of a fiddly copy of Super Sprint if you ask me. The sequel, however, is something completely different. It's about time somebody tried something like this on the Super NES, and it certainly makes a change from the regular behind-the-car view racers. Whilst the screen update can be a little jerky, the actual feeling of motion is very realistic. Driving the car is a bit of a seat of the pants affair because the constant hills and bumps make it difficult to see the course ahead of you - and whilst this is part of the games appeal it can be frustrating when the track takes a sudden sharp bend which is invisible to all intents and purposes. It's a pity there's no simultaneous two-player mode, but that would have been impossible due to the size of the graphics and rollingness of the course, but there's an alternating mode if you're desperate for some human competition. However, whilst Baja is highly enjoyable, it's also quite limited, with the course being much of a muchness throughout the game. Still, there's more than enough to keep race fans happy, and the cart certainly packs a big challenge. Give it a whirl if drive 'em ups are your bag.

RATINGS



BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHALLENGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEXES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEEK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MONTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Loads and loads of intermissions, stat screens and options and so on, plus excellent in-game presentation.

91

GRAPHICS

▲ Big, well detailed sprites with a nice grainy look to them.

▼ Scrolling can be a bit jerky.

85

SOUND

▲ Hoops of sampled speech - the deer screams are hilarious.

▼ Tunes are a bit on the quiet side.

82

PLAYABILITY

▲ Adrenalin-producing racing thrills are the order of the day.

▼ Not particularly over-endowed in the variety department.

80

LASTABILITY

▲ The Baja itself is very long but not very tough to complete.

▼ You may tire of the whole thing before winning the first prize.

75

OVERALL

76

A refreshing change from most driving games and certainly a fun one, but a bit easy and might not appeal to everyone.

The NMS Guide



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to Play

(and a Few That Are Very Sad, Indeed!)

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8-BIT NES

ADDAMS FAMILY

Quite a jolly little platform game, but the problem is that it offers very little in the way of new or exciting ideas. There are plenty of games of this ilk, so shop around before making a purchasing decision.

OVERALL 71%

ADVENTURE ISLAND II

The NES answer to Wonderboy, Adventure Island II is a jolly, but ultimately unrewarding, scrolling arcade platform game in which you guide the hero across a variety of hazard-packed landscapes.

OVERALL 71%

ADVENTURES OF LOLO

Intriguing puzzle game which certainly packs a challenge but doesn't feature much in the way of action or variety. Definitely one for those who like the pace of their games to be sedate.

OVERALL 74%

AIRWOLF

Take control of Stringfellow Hawke's attack helicopter and zip around the skies trashing airborne enemies. There's not a great deal to this game, but the graphics and sound are OK and the gameplay, though not particularly original, should prove enjoyable.

OVERALL 75%

ALFRED CHICKEN

The chook with attitude, Alfred makes his NES debut in this fine conversion of the Game Boy classic.

OVERALL 91%

ALIEN 3

Atmospheric and generally brilliant platform shoot 'em up.

OVERALL 84%

AUSSIE RULES FOOTY

A bare bones sim that does manage to actually capture some of the feel of the real thing. Two player is the go, though.

OVERALL 81%

BAD DUDES

Hopeless conversion of the beat 'em up coin-op better known as Dragon Ninja. Dreadfully flickery graphics and a low challenge level hammer the nails into it's coffin.

OVERALL 39%

BALLOON FIGHT

The aim of Balloon Fight is simplicity itself. Boasting gameplay similar to the classic Joust

arcade game, it's your job to fly around the screen descending on enemy sprites and bursting their balloons, while guarding your own from attack. Even though there's simultaneous two-player action, it all grows dull very quickly.

OVERALL 74%

BART VS THE WORLD

A dodgy and bland game. Very poor. Doh!

OVERALL 35%

BARTMAN MEETS RADIOACTIVE MAN (WITH FALLOUT BOY)

One of a long line of dud Simpsons games. Fans only.

OVERALL 73%

BATMAN

The Joker is causing trouble in Gotham City, and there's only one body-stocking wearer who is superhero enough to stop him - Batman. There are 20 platform levels to beat and, though the initial difficulty level is set quite high, the gameplay is addictive enough to keep you coming back. All in all, a first class game.

OVERALL 87%

BATMAN II: RETURN OF THE JOKER

Superb-looking and great-sounding platform game which completely fails to offer anything new and so renders itself redundant in the face of classics like Super Mario III and the Megaman series.

OVERALL 78%

BATMAN RETURNS

Not bad Double Dragon type game which gets better as it goes, but not earth-shattering.

OVERALL 74%

BATTLE OF OLYMPUS

Run around the horizontally scrolling levels that are Ancient Greece solving various puzzles and beating up mythological beasts in this worthwhile RPG. The only gripe we have is that it's a bit lacking in the action department, making Zelda II the definitive RPG to go for.

OVERALL 79%

BATTLETOADS

Join Rash, Zitz and Pimple - the Battletoads! These dudes are out to smash the evil Dark Queen over a number of beat 'em up and shoot 'em up levels. Battletoads is truly an outstanding piece of software, with brilliant graphics, stomping sounds and ultra-addictive gameplay. Rare come up trumps again with another essential Nintendo game!

OVERALL 85%

BATTLETOADS DOUBLE DRAGON

Involving beat 'em up with plenty on the variety front.

OVERALL 82%

BASEBALL

One of the most popular sports in the United States hits the NES! All of the fun and excitement of baseball is here but, unfortunately, Nintendo Baseball has a number of faults in the gameplay department. The actual pace of the game is relatively slow and a tad unresponsive. The graphics are a cack too. Not recommended.

OVERALL 60%

BAYOU BILLY

Unusual mix of game types which also feature a light gun sequence as you drive, run and shoot your way through a variety of different screens. Fun, but not an essential purchase.

OVERALL 79%

BIONIC COMMANDO

Super Joe Crack, the star of Commando (Capcom's old coin-op hit) has been captured behind enemy lines and only the Bionic Commando can save him by fighting through many platform and shoot 'em up levels. This

game actually has levels that weren't in the coin-op, but the high difficulty level could put some players off.

OVERALL 81%

BLACK MANTA

A mysterious bunch of criminal malcontents have kidnapped a load of kids for some reason and your mission in this game is to take on the mantle of the Black Manta and dust some monkey ass! The gameplay is varied and fun, but the graphics just aren't up to scratch.

OVERALL 80%

BLADES OF STEEL

Don't be misled by the title - this is a Ice Hockey simulation with a mini beat 'em up included when things get rough on the pitch! Multiple skill levels and different options keep things interesting for solo players, but the excitement is at maximum with two players at the controls. Overall, an excellent sports game.

OVERALL 85%

BLASTER MASTER

Scrolling mazes and scrolling shoot 'em up skylarking meet head-on in this completely fabulous cart. Your best friend (happens to be a toad) has fallen down a big hole, so you've decided to follow him in a quest into the unknown. Blaster Master has loads of different levels to explore, along with highly addictive action, making for yet another essential Nintendo purchase!

OVERALL 91%

BLUES BROTHERS

Grotty platform game in which you guide the Brothers around the landscape avoiding things. It's boring, inane and the graphics aren't much cop.

OVERALL 40%

BLUE SHADOW

Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action to make this one that combat fans should look out for.

OVERALL 88%

BOULDERDASH

Join the little miner known as Rockford who's stumbled on a number of diamond-crammed scrolling mine shafts. He needs you help to negotiate these dangerous stages, collecting diamonds and dodging falling rocks. Boulderdash is a fab, taxing and original game that's destined to become a Nintendo classic.

OVERALL 90%

A BOY AND HIS BLOB

You're the boy whose blob-like pal can change into a number of interesting shapes and objects just by feeding him jellybeans(!). This comes in handy for solving the many platform-related puzzles that face the boy as he attempts to save blob-kid from an evil dictator. Fast, fun, original and taxing.

OVERALL 91%

BUBBLE BOBBLE

Bub and Bob, the bubble-blowing dinosaurs are trapped in 100 meanie-filled platform levels. Luckily, the lads can neutralise the beasts by capturing them in bubbles then popping them to turn them into fruity bonus points! The graphics are a bit flickery, but the skillful gameplay more than makes up for it. A superb coin-op conversion.

OVERALL 89%

BUBBLE BOBBLE 2

A fun sequel but, despite an increased difficulty level and a few new abilities, the game is too similar to original NES version to appeal to Bubble Bobble fans. However, if you don't have Bubble Bobble or Parasol Stars, take a look at this one.

OVERALL 84%

BUCKY O'HARE

Poor old Bucky, for his game is a sad case of mediocre everything in the way of platform/shoot 'em ups everywhere. When you consider the massive range of similar titles available for Nintendo's wonder machine this isn't a tempting enough carrot, or lettuce for that matter, to warrant purchase.

OVERALL 72%

BUGS BUNNY'S BIRTHDAY BLOWOUT

The 50-year-old cartoon rabbit comes up on the NES in a game where he collects tons of carrots and traverses platform levels in order to reach his birthday blow-out. This game has all the Loony Tunes villains, but unfortunately the childish graphics, jerky scrolling and simplistic gameplay do this game no favours.

OVERALL 35%

BURAI FIGHTER

It's time to jet off into deep space and face evil aliens on their home ground. This horizontally scrolling shoot 'em up is a good challenge, with plenty of destruction to spice up the gameplay. It could prove a bit hard for novice players, though the majority of you should find this to be a decent blaster well worth considering.

OVERALL 79%

CALIFORNIA GAMES

Make the stars of Beverly Hills 90210 look like anorak-clad train-spotters by taking part in the California Games. Half-pipe, BMX(!), Flying Disk, Footbag, Surfing and Roller Skating are the events included in this skilful Nintendo package. Great to play with friends, California Games is an essential buy.

OVERALL 91%

CAPTAIN PLANET

Don the daunting mantle of the environmental saviour of the world, as he battles to save the world from environmental pollution while rescuing a few seals and elephants into the bargain. The sub-levels of this game are a mixed bag, from too hard to too easy.

OVERALL 56%

CAPTAIN SKYHAWK

Join the Captain as he flies around vertically scrolling shooting levels and Afterburner-style stages. This is another skilful Rare game that should appeal to blasting fans, although shoot 'em up experts may find it a tad easy.

OVERALL 90%

CASTLEVANIA

Simon Belmont is on the trail of Count Dracula. The game itself takes the form of a vast platform adventure set inside Drac's castle which Simon explores, punishing any undead types with his trusty whip. The audio-visuals aren't stunning, but the action is absorbing for a long while. Try out the sequel first, though.

OVERALL 80%

CLU-CLU LAND

One of Nintendo's early efforts, Clu-Clu Land is a sort of PacMan clone set in grids of dots. However, unlike in PacMan, the idea of Clu-Clu Land is to direct your fish (?) between the dots, and thus reveal lines which make up a sort of Cubist join-the-dots picture. The simplistic gameplay is fun, but soon grows quite boring.

OVERALL 62%

COBRA TRIANGLE

Take the wheel of your speedboat and race your way through 25 races of isometric 3D scrolling fun, each with a different challenge. Cobra Triangle has it all. Great graphics, decent sound, but above all amazing playability. Another classic from Rare that deserves to end up in your collection.

OVERALL 94%



CRACKOUT

Utterly dire Breakout clone which features screens and screens of tedious bat 'n' ball "action". The graphics and sound are both poor, but it's the utterly boring gameplay makes this one to avoid at all costs.

OVERALL 21%

DARKWING DUCK

An inventive and amusing platformer that has its hero involved in one action-packed encounter after another. Loads of hidden bonuses and puzzle sections only add to the appeal.

OVERALL 85%

DAYS OF THUNDER

Jump into your NASCAR racer and burn around a series of tracks with no right turns whatsoever in this NES conversion of the embarrassingly awful Tom Cruise movie. The graphics are OK but there's no real variety in them at all. The game itself is slow, tedious, annoying and frustrating.

OVERALL 39%

DEFENDER OF THE CROWN

Take a time warp to medieval England and attempt to become King by taking over various territories in this strategy game with arcade sub-levels. The problem here is that the strategy game isn't involving enough and the arcade bits just don't cut the mustard. Leave this on the shelf, where it belongs.

OVERALL 59%

DEFENDER OF DYNATRON CITY

What a weird and wonderful game this license could have made. Sadly, the reality is the complete opposite: A dreadfully dull half-shopping spree/ half-shoot 'em up making a mockery of characters that, however foolish, didn't deserve this treatment.

OVERALL 36%

DIGGER T ROCK

Action packed arcade puzzler with decent graphics and oodles of gameplay.

OVERALL 89%

DONKEY KONG

Oh no! Mario's girlfriend has been kidnapped by a crazed gorilla! It's up to the Italian plumber to conquer four different levels of platform action. Donkey Kong isn't a bad coin-op conversion, but the original itself is ancient and four screens of arcade action simply isn't enough to warrant the price tag.

OVERALL 45%

DONKEY KONG JUNIOR

Donkey Kong Junior's out to rescue his dad from Mario's clutches in another four-screen platform romp, this time set in the jungle. Just like its predecessor, Donkey Kong Jnr isn't a bad conversion with a bit more variety than the original game. Unfortunately, four screens worth of action just isn't enough to give the player value for money.

OVERALL 46%

DOUBLE DRAGON

Your girlfriend's been kidnapped by Mr Big, the evil crime boss! It's down to you to kick the excrement of his cronies and then face up to the boss in the final confrontation. This game isn't a bad conversion, but the sequel has superior graphics and gameplay.

OVERALL 75%

DOUBLE DRAGON II

Dear, oh dear. Your girlfriend has been gunned down by a revenge-crazed Mr Big. Therefore it's down to the Double Dragons to go and kick some ass again. This conversion is a lot better than its predecessor, with decent graphics and enjoyable gameplay. Definitely the best Double Dragon game on the Nintendo.

OVERALL 84%

DOUBLE DRAGON III

Acclaim's third Double Dragon game contains all the scrolling beat 'em up mayhem you'd expect, along with more characters to control and larger levels. Unfortunately, the game is just too fiddly to be worthwhile and the plodding response time doesn't help matters much, either.

OVERALL 56%

DRAGON'S LAIR

Dirk the Daring's darling Daphne has been kidnapped by a big dragon and taken to his lair! Pausing only to grab his daggers, Dirk gives chase by entering the side-on scrolling castle but many traps and meanies await. Dragon's Lair has excellent graphics, but the remarkably slow, plodding gameplay and unresponsive controls make this one to avoid.

OVERALL 21%

DOUBLE DRIBBLE

Mediocre basketball game which just about supplies enough slam dunking thrills and spills to please ardent basketball fans.

OVERALL 70%

DR MARIO

Mario's back in a Tetris-inspired puzzle game which sees him chucking different proteins into a beaker in order to make all the nasty viruses disappear. Though quite easy to begin with, the action gets meaner as you progress, making for a truly exciting test of your reflexes and brain power. One of the best puzzle games for the NES.

OVERALL 88%

DROP ZONE

This is a real classic! It's a solid blast that owes much of its gameplay to the equally brilliant Defender. You can't get the latter on NES but you'd be fools to let this one fall through your grasp!

OVERALL 87%

DUCK HUNT

There's not much you can say about this game. Dust off your Zapper gun and plug this cart in and you'll be confronted by wave upon wave of ducks, just waiting to be blown away with your fine Zapper gun. The graphics are quite cute, but just shooting off with your photon firearm isn't fun or varied enough to be worthwhile.

OVERALL 57%

DUCK TALES

Guide Scrooge McDuck through many scrolling platform levels in a bid to save his massive bank balance from a fate worse than Alan Bond's financial affairs. This game features excellent cartoon graphics and very enjoyable gameplay. Once again, the NES comes up trumps with a skillful platform game. Hurrah!

OVERALL 90%

ELIMINATOR BOAT DUEL

Original, varied and very playable, this multi-viewpoint racer is one of the better carts available for the NES. At its best when played as a two-player.

OVERALL 91%

ELITE

Fabulous, sprawling 3D space trading game has literally months of play in it - if you enjoy this sort of thing. A brilliant release that must be looked at.

OVERALL 90%

EXCITEBIKE

Vroom! Get your leathers on and get ready to burn down one of the bumpiest motorcycle race tracks in history! The horizontal track scrolling is very nippy, providing a good feel of speed, but Excitebike's graphics and sound are a bit wobbly. However, these inadequacies only serve to make the whole game more of a laugh! Very challenging and well worth a try.

OVERALL 84%

FAXANADU

Fairly involved RPG platform game which certainly offers plenty of depth but doesn't feature much action and excitement. Try it out if you're after something different.

OVERALL 79%

FELIX THE CAT

Felix is cursed with that dreaded platformitis disease and discovers himself as the star of yet another platform game on the NES. Rather than base the game on Felix's original black and white cartoons, Hudson have developed the game from recent feature length films. The game is imaginative and funny but ultimately shortlived as it is very easy.

OVERALL 71%

FERRARI GRAND PRIX CHALLENGE

An utterly dreadful racing game which completely fails to capture any of the thrills and spills of Grand Prix racing. It really is ghastly beyond compare.

OVERALL 21%

FESTER'S QUEST

The Addams Family has seen something of a revival lately, and this NES game starts the talented Uncle Fester on a scroll-around quest to save the Earth. The graphics are samey and functional, but the sound is ace with a groovy remix of the Addams Family tune. The gameplay though, verges on the tedious after only a couple of sessions.

OVERALL 58%

FLINTSTONES - RESCUE OF DINO & HOPPY

Featuring a neat basketball sub-game but, apart from that, standard platform fare.

OVERALL 72%

FOUR-PLAYER TENNIS

Great tennis game which, as the title suggests, allows up to four players to simultaneously participate (as long as you have the Four Player adaptor). Well worth checking out if you own such a device.

OVERALL 58%

GALAXY 5000

Speed around nine different isometric 3D tracks in this mega-fast, highly thrilling road race of the future. The graphics and sound are both top-notch, and although the scrolling's jerky, you don't notice it in the thick of the action. Simultaneous two-player thrills are the icing on the superlative confection-related item.

OVERALL 91%

GAUNTLET II

Guide your medieval character through the hazard-ridden scrolling mazes, dishing out death to the legions of evil minions that attack you. With all the graphics, gameplay, sound and speech of the coin-op, this release is a fab arcade conversion well worth investing in.

OVERALL 90%

GHOSTBUSTERS II

Once again, it's time to bust those ghosts in a series of sub-levels inspired by the spooky yet vaguely amusing film. The problem here is that the graphics are a mite cacky and each mini-level does nothing to recreate the atmosphere of the film on your NES. All in all, a vapid game that's only fun for a very short while.

OVERALL 57%

GHOSTS 'N' GOBLINS

Sir Arthur was enjoying the canoodling company of his Princess when suddenly an evil devil kidnapped her! So he's got to run along scrolling levels, dusting undead sprites in preparation for the final conflict! This conversion boasts limp graphics and sound. The response is dodgy and the gameplay frustrating. Leave this well alone.

OVERALL 55%



GOAL!

The curse that hits NES soccer games claims another victim with the shambling debacle that is Jaleco's Goal! Featuring an ineffective isometric viewpoint, stick-men sprites and extremely annoying action, Goal! is best left alone.

OVERALL 33%

GOAL TWO

A huge improvement on the first effort, but still far from being a decent soccer game.

OVERALL 68%

GODZILLA

What could have been a brilliant monster-based game of destruction and mayhem is, in fact, a ghastly scrolling plod-a-long which suffers dreadful flicker and frustratingly awkward gameplay.

OVERALL 41%

GOLF

As far as golf games go, this Nintendo effort offers no surprises. Simply take your golfer around the video course, select your club, judge your shot and try to hole the ball. The graphics and sound aren't exactly spectacular, but this cart offers a very challenging, playable round of golf. Recommended to golfing fans.

OVERALL 76%

GRADIUS

Also known as Nemesis, this horizontally scrolling shoot 'em up has all the power-ups and levels of the ageing coin-op. Gradius is great fun to play and ranks as one of the greatest blasts available for the Nintendo along with its sequel, Life Force. If you're an NES laser-death fanatic, seek out Gradius immediately!

OVERALL 90%

GREMLINS II

Take a trip into the scroll-along blasting zone, this time accompanied by those irrepressible Gremlins. Programmed by Sunsoft, this Gremlins-inspired blasting game is packed with decent graphics, awesome sound and top-notch playability. Yet another good example of a Nintendo shoot 'em up.

OVERALL 87%

GUMSHOE

Play a private eye (complete with trilby and trenchcoat) in this platform-based crime buster. Gumshoe has to cross numerous Mario-esque levels to track down the villain of the piece. This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly.

OVERALL 68%

GUNSMOKE

There are some no-good outlaws in town, so you're going to march around the vertically scrolling area blowing away all sorts of mean hombres. The coin-op was pretty mediocre, but this NES conversion is quite good fun. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.

OVERALL 69%

HIGH SPEED

Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.

OVERALL 82%



HOGAN'S ALLEY

Plug in the Zapper gun and get ready to pump some villains full of photons. This target-shooting game puts you at one end of shooting range, with criminal cut-outs spinning around at the other end. Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions play.

OVERALL 60%

HOOK

Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.

OVERALL 62%

THE HUNT FOR RED OCTOBER

The fabulous Sean Connery movie surfaces on the NES as a horizontally scrolling shoot 'em up. The game itself is good fun to play with a nice sense of inertia on the sub. The problem is that the graphics look rather infantile and the soundtrack is one of the most discordant, jarring monstrosities ever to plague the Nintendo. Bear with it though, and there's a fairly decent game to be uncovered.

OVERALL 64%

HYPER SOCCER

A reasonable football game which, although nowhere near as bad as the grotty Goal! and the naff Nintendo World Cup, still fails to generate much in the way of soccer excitement.

OVERALL 66%

ICE CLIMBER

Ice Climber is a pretty basic game, the object being to take your Eskimo to the top of each vertically scrolling level while keeping an eye out for enemy sprites. This was one of the first NES releases and has primitive graphics, sound and gameplay. Even the simultaneous two-player action doesn't stave off the tedium.

OVERALL 58%

IKARI WARRIORS

Armed with just their machine guns and a stash of grenades, the players must guide their on-screen heroes through vertically scrolling enemy strongholds and blow everything up. This conversion has crap graphics and poor scrolling. The response is poor and the gameplay frustrating. Even Ikari fans will be disappointed with this.

OVERALL 48%

IRONSWORD

This follow-up to Wizards and Warriors is similar to its predecessor, with plenty of platform action and sword-slashing thrills. The main problem with this game is that the gameplay is very tough, and coupled with rather uninspiring

graphics, there's not much of an urge to see the next level. Ironsword is above average, but not totally amazing.

OVERALL 77%

ISOLATED WARRIOR

Become the Isolated Warrior as he runs up the isometrically scrolling 3D backgrounds, blasting enemy sprites with his multi-purpose weapon. Isolated Warrior is a great shoot 'em up packed with top-notch shooting excitement. Unfortunately, this is marred by the fact that it's very easy to complete.

OVERALL 80%

JACKI CHAN'S ACTION KUNG-FU

Hong Kong's foremost martial arts expert takes to the NES in a digital version of his silver screen shenanigans. This is a great scrolling beat 'em up with cute graphics and rousing tunes. It's extremely playable, too, with many levels to conquer. Buy this!

OVERALL 93%

JACK NICKLAUS GOLF

The immortal Jack Nicklaus has endorsed what turns out to be a 3D golfing simulation that slow, jerky and bug-ridden. Add these incredibly annoying factors with the pathetic graphics and miserable sound and we have a golf simulation that's even over-shadowed by the ancient Nintendo Golf!

OVERALL 48%

THE JETSONS - COGSWELL'S CAPER

Saved from platform obscurity by a good sense of humour and clever variations of gameplay. Bright, breezy cartoon-style graphics are let down by flickering when a few sprites get on screen. Minuses are the annoying music and lack of options or difficulty settings.

OVERALL 82%

JIMMY CONNOR'S TENNIS

This plays so well that it's hard to believe that it's on the humble NES. This is a superb tennis sim and a must for all sports fans

OVERALL 91%

JURASSIC PARK

Excellent presentation and you really can't fault the graphics in this varied adventure game that kinda follows the movie. The gameplay is also varied and challenging enough to keep your interest high until the end. Sound similar to the Game Boy version? Much longer, harder levels, though.

OVERALL 88%

KICK OFF

Once again, the evil hex that plagues NES soccer simulations strikes again in this conversion of the greatest computer football game ever. Kick Off retains all the brilliant options of the Amiga version, but the game logic is sadly lacking and there's plenty of minor bugs conspiring to ruin the game too. A great shame and a major disappointment.

OVERALL 36%

KABUKI

Five years ago this game would have gone down quite well. Today it is merely average.

OVERALL 61%

KID ICARUS

It's cutesy platform game time as you guide Kid Icarus against an army of baddies who are just dying to clip his wings. It's pretty good fun but the graphics are rather dated and, when you look at some of the more modern platform games around, this doesn't compare too well.

OVERALL 68%

KICK OFF

Awful gameplay, finicky options and the ability of the ball to go through players makes this soccer game dreadful.

OVERALL 36%

KICKLE CUBICLE

This game is rather similar to the Adventures of Lolo in that you can run around a single screen maze pushing blocks and squashing meanies. Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.

OVERALL 72%

KIRBY'S ADVENTURE

An essential NES purchase and close to being the best platformer on the 8-bit console. Incredible graphics that rival the Mario games pale beside Kirby's beautifully crafted control system though the difficulty level could have been a touch harder.

OVERALL 93%

KRUSTY'S FUN HOUSE

Like the Game Boy version, this has good puzzle and action elements and requires a bit of thought to solve, giving this cart more long-term appeal than most of the Simpsons games.

OVERALL 79%

KUNG-FU

This game weighs in as a conversion of that ageing Data East coin-op, Kung-Fu Master (remember that?). There are four levels of horizontally scrolling baddie-bashing included in this Nintendo translation. This might not sound a lot, but the tough, challenging gameplay is quite a laugh. Worth a look for beat 'em up fans.

OVERALL 72%

LIFE FORCE

This is a brill version of the coin-op with both vertically and horizontally scrolling action. It's not just the smart scenery and amazing aliens that sets Life Force apart from other Nintendo blasters. With its amazingly addictive, destructive action AND two-player action, this is one ace shoot 'em up.

OVERALL 92%

LEGEND OF ZELDA

This was Nintendo's first RPG but its simple format makes it far more accessible than most games of this type. With its battery back-up, this game should provide hours of enjoyment for anybody so, even though it's one of the more expensive carts, it's well worth a look.

OVERALL 86%

LEMMINGS

The 16-bit masterpiece of mind-melting meanders over to the NES. Lemmings has a reputation to uphold and Nintendo's 8-bit-er does it much justice. It's not the best conversion available but the greatest one available to NES owners! Rescue the Lemmings or forever hang you head in shame.

OVERALL 85%

LITTLE NEMO

Jolly enough platform romp in which you guide the eponymous hero through the surreal and weird Slumberland world. Fun, but offers nothing that hasn't already been seen in a platform game of this type.

OVERALL 79%

LOW-G MAN

Once again, we're all aboard the last train to Platform Central with Low-G Man (so called because he can jump incredibly high). This game has jerky graphics and wobbly sound, but somehow the urge to see the next level is very high, indeed. Although not an essential purchase, give Low-G Man a good, hard look.

OVERALL 84%

LUNAR POOL

An entertaining idea - funny-shaped pool tables - and it's certainly fun for a while. But, at the end of the day, pool is pool and unless you're a big fan of eight-ball, this game's novelty will eventually wear thin.

OVERALL 75%

MACH RIDER

This is an early Road Blasters clone in which you have to drive your motorcycle down numerous stretches of highway, zapping any aggressive drivers who get in your way. The official NES Road Blasters conversion isn't really up to much but this lookalike is even worse. The graphics are laughable and the gameplay extremely dull. Leave this well alone.

OVERALL 36%

MANIAC MANSION

Lucasfilm's first icon-driven adventure is a real classic. It's got great graphics, extremely involving gameplay and logical puzzles - things which its competitor, Shadowgate, woefully lacks. Maniac Mansion is a worthy NES purchase, but the high price tag is a bit of a bum rap.

OVERALL 89%

MARBLE MADNESS

In the Rare conversion of the brilliant Atari coin-op, you guide a marble around six different isometrically scrolling courses, dodging many bizarre hazards. The programmers have produced a coin-op conversion that's as close to the original as is possible with Nintendo. Only the lack of levels is the slight downer.

OVERALL 85%

MARIO BROTHERS

In this single-screen platform game, Mario and Luigi (this is a one or two player game) have to run around punching the gantries under the critters to knock them onto their backs and then jump up to the same level and boot them off screen. It's a nice, cute, simple game, but only truly worthwhile in two-player mode.

OVERALL 83%

MEGAMAN

It's down to Megaman to go through six levels of incredibly addictive scrolling platform action, blasting meanies. Each level is guarded by a terrifying robotic end-of-level boss. Megaman is one of the most difficult, and yet still rewarding, platform games available for the NES.

OVERALL 92%

MEGAMAN II

The evil Dr Wily is back for another slapping at the hands of the world's greatest hero, Megaman! This boils down to more incredibly addictive scrolling platform action. Although it's not as lastable as its prequel, Megaman II boasts a playability that puts many 16-bit games of the same ilk to shame. An essential purchase.

OVERALL 93%

MEGAMAN III

Megaman bounces back in the third instalment of Capcom's classic NES platform series. Nice graphics, but a bit easier than the previous versions.

OVERALL 89%

MEGAMAN IV

Highly challenging platform game which is completely unoriginal.

OVERALL 81%

METAL GEAR

Nice graphics and ultra-violent gameplay make this an interesting game to play, but only for a while. It turns out to be more of a giant maze game than a shoot 'em up, and the unchanging scenery of tanks and buildings makes one screen look pretty much like another. Not a game to put high on your shopping list.

OVERALL 52%

METROID

Metroid is graphically impressive, very cleverly put together arcade adventure with lots unusual features to keep things interesting. It's a tough game and ardent platform/adventure fans will love it.

OVERALL 80%



MIGHTY FINAL FIGHT

Initially, MFF seems to have every thing going for it but, after playing it for a while, this slick 8-bit beat 'em up just doesn't offer the sort of excitement or action that will keep you coming back for more.

OVERALL 77%

MIKE TYSON'S PUNCH OUT!!!

With its superb graphics and playability, Punch Out!!! is a great boxing game and is a vital addition to your collection. So grab it before it disappears, which it might well do considering what's happened to Mike...

OVERALL 94%

MISSION IMPOSSIBLE:

This viewed-from-above maze game with espionage overtones casts you as a secret agent out to overthrow a subversive world-threatening organisation. The graphics and sound are both very effective, and the gameplay itself is addictive and a whole lot of fun. Highly recommended.

OVERALL 86%

NEW ZEALAND STORY

Poor old Tiki - all of his Kiwi chums have been kidnapped by a bloated Walrus! So, Tiki needs your help in running around the platform levels, shooting meanies and rescuing Kiwis! This conversion is visually very similar to the Taito coin-op, and the sound is actually better! Unfortunately, the game is just too easy to complete.

OVERALL 79%

NINTENDO WORLD CUP

There's something of a curse on the poor old Nintendo when it comes to soccer games. Nintendo World Cup is a dire shambles, with rancid, flickery graphics, warbling sounds and very limp gameplay. Even when playing with four player with the Four Player adaptor, Nintendo World Cup is a sad digital interpretation of soccer.

OVERALL 33%

PAPERBOY

Guide your paperboy through seven levels of scrolling isometric mayhem in this conversion of the pensionable Atari coin-op. Paperboy "boasts" retarded, infantile graphics, grotesque colour schemes, a booming cacophony of sounds and frustrating gameplay. The awful responsiveness is yet another nail in the MFI quality coffin. Avoid!

OVERALL 30%

PINBALL

This is a real Nintendo oldie, and has been completely eclipsed by the immeasurably superior Pinbot, which is based on a real pinball table. Unless you're after a particularly substandard pinball game for your Nintendo, avoid.

OVERALL 45%

PINBOT

Rare's conversion of the topper Williams pinball table is excellent, with all the steel ball sprang-related excitement of the original. With excellent graphics, unbelievable sound, along with brilliant playability, this one is a fabbo game.

OVERALL 90%

POPEYE

This conversion is a good translation of the original coin-op, but it's the coin-op's simplicity that severely limits Popeye's powers of lastability. It'll keep you busy for a while, but unfortunately, the novelty soon wears off.

OVERALL 67%

POWERBLADE

It's a return to Platformsville, Arizona in this scrolling game with shoot 'em up elements. Although Powerblade is exceptionally unoriginal, the graphics and sound are fine for

this sort of game. What really gives Powerblade its respectable mark is its fun and challenging gameplay.

OVERALL 88%

PRINCE OF PERSIA

Great platform adventure game which features a superbly animated main sprite. It's quite tricky getting to grips with the comprehensive control method but, once mastered, the challenging and absorbing gameplay will keep you playing for ages.

OVERALL 87%

PROBOTECTOR

Don't be fooled by the name - this is the official NES version of Gryzor, the great horizontally scrolling shoot 'em up. All the levels of the coin-op are here and the blasting action is fast and furious. A great NES blast.

OVERALL 81%

PRO WRESTLING

Pro Wrestling isn't quite as exciting as the real sport. The graphics are laughable with pathetic sprites and background visuals, and the sound isn't really any better either, sporting very weak spot effects. Our advice is to go for Tecmo World Wrestling. It's got better graphics, better sound and a huge amount of moves on offer.

OVERALL 45%

RAD RACER

This is quite a few years old now, and surprisingly, it's still the only Out Run-style game available on the NES. Actually, any new one would have a hard time beating Rad Racer in the playability stakes. The smart 3D graphics make this look good and play good, so if driving games are your bag, this is a must.

OVERALL 80%

RAD GRAVITY

Strut around the universe with the coolest intergalactic hero of them all, Rad Gravity. It's up to Rad to run around platform levels looking for co-ordinates for new planets to visit. Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.

OVERALL 82%

RAINBOW ISLANDS

Oh no! The Rainbow Islands have been occupied by the boss, Baron von Blubba and his nasty little minions. It's up to Bub and his power of the rainbow to put a stop to Blubba's skylarking over seven levels of vertically scrolling platform action. This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.

OVERALL 67%

RC PRO-AM

Quite a nice isometric racer, this, but overshadowed by the sequel.

OVERALL 85%

RC PRO-AM 2

Brilliant game for up to four players and much better than the original, although there are better games of this sort.

OVERALL 87%

RESCUE

Based on the French computer game, Hostages, this multi-level assault game, casting you as leader of a bunch of SAS guys out to ruin some terrorists' plans for world domination and rescue (hence the title) some hostages. The graphics and sound are poor but the real problem with Rescue is that each sub-level is very dull and too easy to complete.

OVERALL 41%

RESCUE RANGERS

Those cheeky chipmunks, Chip 'n' Dale hit the Nintendo in a platform game programmed by coin-op giants, Capcom. With one or

simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.

OVERALL 88%

ROAD BLASTERS

If you were a fan of arcade Road Blasters this conversion may come as a disappointment. The graphics and sound are fairly well reproduced, but it certainly doesn't play the same. It's just far too easy, and any competent player should get through all 50 levels in a few games. Once completed, Road Blasters doesn't have much to attract you back for more.

OVERALL 48%

ROAD FIGHTER

Brace yourself for what must rank as the worst console game EVER! Road Fighter is a vertically scrolling road race game a little like Spy Hunter, but without the extra weapons, decent graphics or gameplay. Indeed, the scabrous, retarded game we have here is devoid of all fun and excitement-inducing qualities and is a complete waste of time and money.

OVERALL 9%

ROBOCOP

The film's great, but this game is sad. Rubbish graphics, dire sound, sluggish controls and very repetitive gameplay don't make things much fun in this platform game. Considering the all-action movie, more should have been made of this.

OVERALL 60%

ROBOCOP 2

Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features. There are tons of games like this, so shop around before you buy.

OVERALL 76%

ROLLERGAMES

Fairly jolly, but rather repetitive future sports simulation which could do with better visuals.

OVERALL 76%

ROBO WARRIOR

An original, but ultimately dull, game in which you bomb your way through a series of baddie-packed screens. It sounds more exciting than it is because the action is so limited and slow.

OVERALL 51%

RODLAND

Most of the time the game is a simple and entertaining platform affair, however, it is a routine that switches between this and comparatively tough bosses. Still, if games like Rainbow Islands and Bubble Bobble are your thing then Rodland is likely to please.

OVERALL 79%

RUSH 'N' ATTACK

Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence. The graphics and sound are adequate rather than outstanding but they do the job and help make this a bloody, enjoyable rough-house romp.

OVERALL 83%

RYGAR

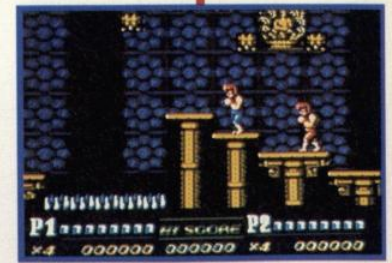
The graphics in this beat 'em up are okey-dokey and the gameplay is fairly interesting (thanks to the nice weapons), but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.

OVERALL 70%

SECTION Z

If you've ever wished for a Side Arms-type game for the NES, this is probably the nearest thing to it, though don't take that as a recommendation. The game is severely lacking in excitement just because it's so repetitive and the weapons are completely weedy. Save your money and your sanity.

OVERALL 46%



720 DEGREES

This is a very decent conversion of the old Atari coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.

OVERALL 84%

SHADOWGATE

Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios. The solutions to each puzzle are completely illogical, making for an annoying adventure with crappy graphics and nauseating sound to boot.

OVERALL 26%

SHADOW WARRIOR

Join Ryu as he runs around the scrolling platform levels meeting out ninja death to the evil minions of the Overlord. Converted from the coin-op, this is a great slash 'em up that is well-presented with groovy graphics and sound. This is challenging and superb fun and well worth your investment.

OVERALL 90%

SILENT SERVICE

An addictive and involved submarine simulation that is a must for those who want to use their Nintendo to play more than just platform games and shoot 'em ups.

OVERALL 87%

SIMON'S QUEST

Not much more than an extended version of the original with a few additions to the gameplay. Having said that, the original was pretty good, and this is even better. Not a lot of variety but hardened arcade adventure fans should find the gloomy atmosphere most engrossing.

OVERALL 85%

SIMPSONS: BART VS THE SPACE MUTANTS

Guide Bart around the horizontally scrolling town solving puzzles and avoiding the baddies in an attempt to thwart the intentions of the marauding space mutants. Not exactly action-packed but fun nevertheless.

OVERALL 88%

SKATE OR DIE

Skate or Die is divided into five different sections: The downhill race, freestyle on a half-pipe, downhill jam where you fight an opponent, half-pipe high jump and pool joust where you battle other players. It's a fun game with great graphics and is highly recommended to board thrashers.

OVERALL 82%

SMASH TV

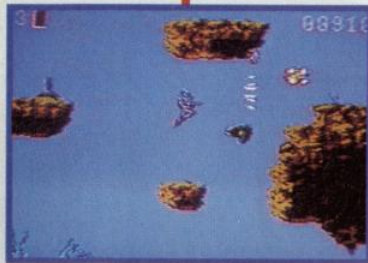
Based on the classic Robotron 2084, this is one of the most violent games in history! This NES conversion is a technical miracle with loads of sprites on-screen at once and it incorporates all the speech and power-ups of the coin-op, too. One of the best Nintendo shooters available!

OVERALL 90%

SNAKE, RATTLE 'N' ROLL

Guide your snake around the forced 3D backdrops, eating nibblys and dodging a number of bizzare sprites. Rare strike again with an extremely playable, technically amazing Nintendo game that simply demands purchase.

OVERALL 94%



SNAKE'S REVENGE

Snake (the hero of Metal Gear) is back, and this time he's vowed to destroy a jungle-based legion of enemies. This generally involves running around the jungle (for jungle, read maze), blowing away enemies and rescuing hostages. Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.

OVERALL 49%

SOCCER

The action in this football game is a little slow, and the graphics are only adequate but it plays well and that's what counts. Even though it's positively ancient, it's still miles better than all the new Nintendo football games.

OVERALL 83%

SOLAR JETMAN

Very similar to the old coin-op Gravitator, but there's much more to Solar Jetman as you explore a series of planets looking for pieces of the Golden Warpship. The playability is superlative, the graphics are great and the sound similarly excellent. All together and you've got a simply brilliant Nintendo game which should be an essential part of your collection.

OVERALL 95%

SOLOMON'S KEY

This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. If you're after some mental stimulation from your Nintendo, this has got to be somewhere on the shopping list.

OVERALL 83%

SOLSTICE

This is the first game from English firm Software Creations, and it's a goodie. Guide your little man around the forced perspective backdrops, solving puzzles and battling meanies. With it's excellent graphics, amazing sound and involving gameplay, Solstice is an essential purchase.

OVERALL 90%

SPIDERMAN - RETURN OF THE SINISTER SIX

Another licence that has had its potential wasted. Not that Spidey is a bad game, it's just not great. Surely the web-slinger deserves more than a basic platform game.

OVERALL 70%

SPY VS SPY

Based on the MAD magazine comic strips, Spy Vs Spy is one of the finest two-player games ever because of the vast potential for playing super-sneaky tricks on your computer, or better still, human opponent. Not the best graphics and sound in the world, but if you have another gamer at hand willing to play you, this is a must.

OVERALL 84%

STAR WARS

A brilliant game which follows the plot of the film very closely through a variety of challenging and addictive scenes. With superb graphics, sound and gameplay, this is one of best game-of-the-film around. Very hard, though.

OVERALL 95%

STEALTH ATF

A promising-sounding but ultimately dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.

OVERALL 54%

SUPER MARIO BROTHERS

Originally given away free with the machine - and what a terrific freebie! It's a truly classic platform game that's just so skilfully put together and is so much fun that once you've started playing, it's impossible to stop.

OVERALL 95%

SUPER MARIO BROTHERS II

This is a superb follow-up to Super Mario Brothers, with terrific graphics, great music and super-addictive platform gameplay. An utter must - along with all the other Mario games.

OVERALL 96%

SUPER MARIO BROTHERS III

Mario and Luigi return for their last 8-bit outing - and it's one of the finest video games ever devised. Featuring almost perfect playability, excellent graphics and sound along with a massive challenge. Super Mario Bros III is THE essential cart for your Nintendo.

OVERALL 98%

SUPER OFF-ROAD

Super Off-Road is a superior Super Sprint-style NES game that's great fun when playing with the Four Player adaptor. The repetitive nature of the game may put some people off, especially when played in one player mode.

OVERALL 81%

SUPER SPIKE VOLLEYBALL

Visit the beaches of America to participate in a series of volleyball matches in this cool sports simulation. With it's Four Player adaptor compatibility, Super Spike Volleyball is a great game that should appeal to most sports fans.

OVERALL 83%

SUPER TURRICAN

A good action blaster with some nice graphical touches and a dead-hard hero! Super Turrican is tough, but by no means impossible.

OVERALL 91%

SWORDS AND SERPENTS

Big role-playing game very similar to the Bard's Tale computer game series. Short on action but long on depth, this is one that adventure and role-playing fans will love.

OVERALL 81%

TEENAGE MUTANT NINJA TURTLES

Although they're now tragically uncool, Turtles is a fun game that provides plenty of beat 'em up action, a hint of exploration and taxes your brains as well, as you rescue April O'Neil. Worth checking out.

OVERALL 86%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME

A simultaneous two-player game based on one of the most popular coin-ops ever. TMNT II is a very close conversion but when it comes down to it, there isn't much in the game and the repetitive action soon becomes stale.

OVERALL 64%

TENNIS

The graphics aren't the greatest and there's not much sound to speak of, but Nintendo Tennis is quite playable.

OVERALL 75%

TEN-YARD FIGHT

A conversion of the old Irem coin-op, this is one of the only arcade-style American football games available on any machine. It's simple but fun and is worth looking at if you're new to American football and want to learn some more about the sport.

OVERALL 76%

TERMINATOR II

One of the greatest movies of all time could've been the NES game to end them all. Unfortunately, what you get are five limited levels, most of which are set around a tedious platform environment. The game isn't awful - it's just dull and very unoriginal. For die-hard movie fans only.

OVERALL 72%

TETRIS

This block-based mind-teaser is the greatest puzzle game ever written. It looks naff, sounds naff... but play it and you'll be instantly hooked.

OVERALL 91%

TIGER HELI

This is a fairly straightforward up-the-screen blast in which the player pilots a heavily armed combat chopper. The graphics are pretty samey throughout the game, the sound is equally bland and the gameplay is only average. Not the greatest of shoot 'em ups.

OVERALL 65%

TINY TOONS

Yet another NES platform game, this time starring baby versions of famous cartoon characters. The graphics and sound are great, and the gameplay fun enough to keep you at it for yonks.

OVERALL 86%

TIME LORD

This game has a great idea and plot, but the overall execution is lacking and the game itself lacks the kind of excitement we've come to expect from an MB Games cart.

OVERALL 60%

TOM AND JERRY

With all the potential fun and frolics of a Tom and Jerry game, it's a shame to see them reduced to starring in yet another unoriginal platform game. Yes, it's fun. But there are loads of better games of this sort already available.

OVERALL 78%

TOP GUN

Although this wouldn't take anyone's breath away, the 3D combat is quite exciting and requires a fair bit of joystick skill. The graphics aren't bad at all and on the whole this is a smart game. If you yearn for something flight simulator-ish on your Nintendo, check this one out.

OVERALL 79%

TOP GUN II

You are Maverick, and it's your aim to take to the skies, complete a number of missions and blow up all the MiGs you can in the process. Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull, indeed. Only the one-on-one, two-player mode is a good laugh.

OVERALL 51%

TOTALLY RAD

Promising sounding platform game sadly let down in it's execution. It's just not fun enough to lift it out of a veritable sea of platform games available on NES.

OVERALL 74%

TO THE EARTH

This is the most recent of the Zapper gun titles, and it's probably the best of the lot. Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you've got a Zapper, check it out.

OVERALL 80%

TURBO RACING

The NES is not well catered for when it comes to road racers, so it is nice to see a good, fast, action-filled effort like Turbo racing. Although the graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out.

OVERALL 80%

TRACK AND FIELD II

Featuring a massive 15 events (hurdles, pole vault, hammer throw, archery, clay pigeon, pistol shooting, canoeing, hang-gliding, Taekwondo, fencing and arm wrestling), this is graphically and sonically superb. With multi-player action and plenty of tough and challenging button-bashing gameplay, this is a sports simulation that no Nintendo owner should miss.

OVERALL 90%

TROG

A PacMan-style coin-op (two girls are playing it in the arcade scene in Terminator 2!) which depicts you as a caveman out to save his eggs from various prehistoric terrors. The graphics are well-animated and cute but nothing can disguise the simplistic gameplay.

OVERALL 70%

TROJAN

This is quite a decent beat 'em up (converted from a popular coin-op of yesteryear) but though the graphics are fine, the gameplay is a bit dull. A few more powerful weapons would have helped make this above average quality game into something special.

OVERALL 72%

URBAN CHAMPION

Urban Champion is a fairly ordinary beat 'em up in which you fight a variety of foes. The graphics are rather dull, and it doesn't take long before the four-year-old game gets rather boring. If you're after a good beat 'em up, check out something like Double Dragon instead.

OVERALL 54%

WILD GUNMAN

If you've got a Zapper gun, stick it into your holster and ride into town and battle a bunch of merciless hoodlums who've been whoopin' it up and scarin' the townsfolk. The graphics are colourful and bright, and the aim of the game is simply to blast away as many of the bad dude cowboys as possible. It's quite good fun, but gets a bit boring after a while.

OVERALL 67%

WIZARDS AND WARRIORS

This is a smart-looking, but simplistic, platform game which requires an awful lot of jumping skills and little else making it a bit monotonous after a while. There are several superior platform games available on the NES, the Mario games for example, and the Megaman series.

OVERALL 72%

WORLD CUP SOCCER

The terrible overhead viewpoint is the least of this soccer sim's troubles. It captures absolutely none of the atmosphere of the real thing.

OVERALL 49%

WORLD WRESTLING

This has well-animated graphics, plenty of moves and enjoyable gameplay, and while it doesn't feature characters from WWF like the official title does, we still think it's the best wrestling game on the NES.

OVERALL 84%

WRECKING CREW

The graphics are simple but nicely drawn, and the soundtracks are superb, making this platform hammer 'em up a treat to play. It's not easy and there are loads of screens and even a designer option if you want to try to make your own.

OVERALL 81%



WWF SUPERSTARS OF WRESTLING

Leap into the ring of the All-American World Wrestling Federation along with all your favourite wrestlers from the popular TV series. This version of WWF is good fun for a while but it's a tad easy and only the two-player option really gives you value for money.

OVERALL 80%

XEVIOUS

The original coin-op's best feature was its pretty graphics and these haven't been translated too well to the comparatively chunky-pixelled NES, so all you're left with is a passable, though hardly exciting, up-the-screen blast.

OVERALL 65%

ZELDA II: ADVENTURE OF LINK

This RPG-style game is absolutely vast - much bigger than the original - and it's graphically superior, too. The gameplay is also beefed up with magic and beat 'em up-style swordplay, and again, the cart comes with a battery game-save system. This is the top NES RPG, and one of the most enjoyable on any system. Make sure you give it a try.

OVERALL 94%

GAME BOY

ADVENTURE ISLAND II

Hudson Soft's equivalent of the Mario series is equally impressive with clear, uncluttered graphics and uncomplicated gameplay that offers loads of action and levels to explore. Master Hudson is as unlikely a hero as Mario.

OVERALL 78%

AGRO SOAR

Generic platform adventure featuring Australia's best-known toilet brush. Good animation of Agro but nothing else stands out. One for Agro fans and younger players.

OVERALL 70%

ALFRED CHICKEN

Twelve large levels packed with secret rooms and bonus stages for Alfred's probing pecker. As good as it is daft.

OVERALL 91%

ALIEN III

What, more aliens, and movie stars no less! Thankfully their infestation of the Game Boy is forgivable because this title is excellent! You control Ripley as she carries out her mission to destroy pretty much everything in sight. With some exploration and puzzle elements sidling in to join the fun, this is a better than average shoot 'em up and comes highly recommended from us shy, retiring NMS folks!

OVERALL 90%

ALLEYWAY

This sad version of the ancient game, Breakout, is one of the most simplistic, tedious and unchallenging games available on Game Boy and should only be bought by simpering buffoons with more money than sense.

OVERALL 27%

BALLOON KID

Become a balloon's best friend in this rather weird floating collect 'em up. Not only is it strange, but it's also very dull. Things get repetitive very quickly and the unresponsive controls don't do this cart any favours, either.

OVERALL 51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

Bart's been packed off to summer camp and he's not too happy about it. Help him escape in this multi-level platform game, throwing fruit, dodging other campers and generally having quite a smart time. An enjoyable if not overly original title which will take some beating.

OVERALL 85%

BART VS THE JUGGERNAUTS

Not the best Simpsons game in the world but certainly the most interesting. A sort of Simpsons meet the gladiators that pits the hapless Bartman against some burly competition in a series of vaguely athletic events. It's tough, perhaps too tough, but it gets better as the game goes on. If you can get that far!

OVERALL 71%

BASEBALL

With it's two-player link-up option and addictive gameplay, baseball is recommended to sports fans on the move.

OVERALL 75%

BATMAN

With small but nicely detailed graphics and excellent sound, Batman is one of the most addictive Game Boy platform games around. Highly recommended.

OVERALL 90%

BATTLETOADS

Gasp! The evil dark Queen has kidnapped two of the mighty Battletoads! You, as the third member, Zitz, must now launch a rescue bid in this beat 'em up with platform overtones. Although the graphics are fiddly, this is a great game which any self-respecting beat 'em up fan should have.

OVERALL 90%

BEST OF THE BEST

The Game Boy makes a cauliflower ear of an excellent beat 'em up with indistinct graphics and weedy opponents! One of the better Game Boy beat 'em ups but certainly not the best.

OVERALL 65%

BIONIC COMMANDO

Capcom revives an arcade classic and does so very well. A cool game.

OVERALL 84%

BLADES OF STEEL

Plenty of Ice Hockey action as two teams compete on a horizontally scrolling rink. The action is fast and addictive and should appeal to anyone after a decent sports sim.

OVERALL 82%

BOMB JACK

Hit the road, jack! This is a tiresome conversion of a hoary old coin-op that is about as explosive as a soggy match. It's boring, simplistic and repetitive. Give it a miss.

OVERALL 68%

BOULDERDASH

Take the mantle of Rockford, diamond miner extraordinaire in this conversion of the age-old coin-op. Still, the gameplay is just as fresh as the day it was conceived, with many levels of puzzling as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in. A challenging puzzle game with which to while away the hours.

OVERALL 90%

BOXBLE

Boxble is a highly original puzzle game which is recommended to people who like to use their brains rather than their joysticks.

OVERALL 83%

BUBBLE BOBBLE

Bob and Bub take a trip into scrolling platform land. Their mission: to bubble up the inhabitants of each realm, burst the bubbles, kill the meanies and move onto the next screen. Bubble Bobble is fast, fun and very addictive. Highly recommended.

OVERALL 90%

BUBBLE GHOST

This game, originally by Infogrames for Amiga, puts the player in the role of a ghost out to guide a bubble around an environment fraught with

danger. This is a highly original, fun title well worth taking a look at.

OVERALL 81%

BURAI FIGHTER DELUXE

Take to the skies once more in this horizontally scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. The graphics are pretty good, there's always lots to do and the action is pretty fast paced. A decent quality shoot 'em up and no mistake.

OVERALL 83%

BURGERTIME DELUXE

Burgertime must rank as the world's first fast food simulator. Now the coin-op of yesteryear has returned, and it's ideal Game Boy material. The idea is to drop burger ingredients into a dish from some platforms by running over them (not very hygienic). To make your job harder you are chased by monstrous pickles and hot dogs. Burgertime is a real laugh, though it does get very repetitive after the first few levels.

OVERALL 78%

CASTLEVANIA

Take control of Simon, a whip-wielding hero and battle your way through four large scrolling platform landscapes. The gameplay is addictive and keeps you going for quite a while - but be prepared for some annoyance because there are some nasty hidden surprises that don't make themselves apparent until it's too late to do anything about them.

OVERALL 79%

CHASE HQ

Oh dear, converting this coin-op to the Game Boy wasn't really a very good idea, was it? Try as it might, the Game Boy just can't cope with the speed necessary to make this game really thrilling. The result is slow, sluggish and particularly tedious.

OVERALL 42%

CHESSMASTER

This chess sim has appeared on loads of formats, but this is the best version to date. The game is hard but logical and all the rules of chess are accounted for. The difficulty levels are well set, so beginners can pick it up straight away and grand masters won't find the going ridiculously easy. Best of all, of course, it's fully portable so you can exercise your brain at any time you like.

OVERALL 96%

CHOPLIFTER II

Brilliant! Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. A highly cool game with massive addiction and enjoyment factors.

OVERALL 92%

CRASH TEST DUMMIES

One of the most unlikely concepts for a game but one that works extremely well! The Crash Dummies ski, drive and dive their way to destruction but all in the best possible taste, apart from the dreadful sense of humour that runs throughout! This varied game has much to offer everyone who likes their action wild and crazy!

OVERALL 86%

DARKWING DUCK

Capcom's Disney titles are always excellent and this is no exception. Highly ingenious!

OVERALL 92%

DR FRANKEN

Frankie's quest to find the various parts of his girlfriend looks, sounds and plays magnificently. What's more, the job at hand is huge! The password system and the game's logistics make it a winner. If helping a pal get to grips with his girlfriend's bits is your forte, get a hold of this!

OVERALL 92%



DOUBLE DRAGON

With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game featuring all the original's thrills and spills. There's even a two player link-up option for simultaneous vigilante antics! A must for beat 'em up fans.

OVERALL 83%

DOUBLE DRAGON II

Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it.

OVERALL 88%

DROP ZONE

In spite of its age, hidden beneath the simple facade is a superb and thoroughly enjoyable game.

OVERALL 86%

DR MARIO

Nintendo's own Tetris clone makes it to the Game Boy and it's great. Highly recommended to puzzle fans.

OVERALL 87%

DUCK TALES

Although there are loads of other platform games on Game Boy, this one has the unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard, so expert gamers should give it a miss.

OVERALL 78%

DYNA BLASTER

This puzzle game caused something of a stir on the PC (that version was called Bomber Man) - and the Game Boy is just as good! You must place strategic bombs in an attempt to clear each screen of baddies before moving onto the next, harder screen. Simple but very addictive, and the second (slightly different) version of the game included on the cartridge makes it great value.

OVERALL 88%

FELIX THE CAT

Another bog-standard platformer that uses a well-known character to bolster what is a fairly uninspiring game. There are a few nice touches but games like Felix are aimed more at younger players than hardcore gamers.

OVERALL 74%

F1 RACE

The first four-player Game Boy game is here - and it even comes with a free four-way adaptor! The game itself is an excellent Out Run-view race, with what must be some of the fastest scrolling seen on the Game Boy! Great fun and excellent value for money.

OVERALL 88%

F-15 STRIKE EAGLE

Whilst graphically and sonically a dismal affair, Microprose's aging flight simulator makes the conversion over to Game Boy quite well. A thinking man's Afterburner, if you fancy a challenge and more than a touch of variation to your shoot 'em ups then take a strike at this.

OVERALL 83%

**FERRARI GRAND PRIX CHALLENGE**

Slickly programmed racing game sadly let down by its laughably low difficulty setting. Even the most inept players won't get more than a day or so's play out of this.

OVERALL 37%**FIRE FIGHTER**

Highly original and taxing title. Worth a look.

OVERALL 81%**FLINTSTONES - KING ROCK TREASURE ISLAND**

It's a pity this is so easy because it has some highly addictive qualities despite the platform format. Still, if you are into frustration-free gaming, this is the cart for you.

OVERALL 79%**FOOTBALL INTERNATIONAL**

Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.

OVERALL 41%**FORTRESS OF FEAR**

A sort of medieval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.

OVERALL 80%**GARFIELD**

A neat platform/puzzler that is very easy to come to grips with. The controls are very responsive and the difficulty level is nicely graduated throughout the game. The strategy element gives you lots to think about and lifts this game above the general mediocrity of the genre.

OVERALL 84%**GARGOYLE'S QUEST**

Some pretty good gamesplaying skills are required to make your way around this game's unfriendly platform environment, but it's all very addictive and should be checked out by hardened platform fans.

OVERALL 80%**GAUNTLET II**

A perfect mini-replica of the classic coin-op that contains all the graphics (in black and white), speech and playability of the coin-op. There's even a skill two-player mode. A must for Gauntlet fans.

OVERALL 88%**GB KID**

Banking ahoy! The PC Kid is re-christened the GB Kid and trounces the life out of his prehistoric foes in his first quality adventure. He's stylish and often hilarious, the only problem is that the game is simple to complete, ruining what could have been a stand-out cart.

OVERALL 79%**GHOSTBUSTERS II**

With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test your brains and reflexes. Well worth taking a look at.

OVERALL 81%**GOLF**

This is a great golf game that plays a great game of golf. Need we say more?

OVERALL 88%**GREMLINS II**

Once more it's platforms a-go-go with Gremlins II. As the Mogwai, it's your job to rid the world of those troublesome Gremlins utilising the many traps and weapons littered around the landscape. Gremlins II is certainly challenging and it has some wonderful graphics and music.

OVERALL 80%**HAMMERING HARRY**

Decent little platformer with good graphics and playability. Well worth a look.

OVERALL 90%**HOME ALONE**

Take control of a digitised Macaulay Culkin as he runs around his mansion collecting goodies and locking them up in his safe. At the same time, he must watch out for the many burglars who've entered his home. Home Alone is a sad, dull, boring game with mournful graphics, forlorn sound and awful playability. Avoid it!

OVERALL 38%**HOOK**

In this version of the Spielberg movie, you guide Peter Pan around the eight-way scrolling levels of Never Never Land, dishing out dagger justice to Hook's minions and completing various mini-tasks with the aid of the lovable Tinkerbell. Hook is quite entertaining for a while but there just doesn't seem to be that much to do in each level.

OVERALL 66%**HUMANS**

Slow to start, Humas proves to be a high quality cart let down only in its playability.

OVERALL 74%**HUNT FOR RED OCTOBER**

In this brilliant conversion of the Sean Connery movie, you take control of the Red October and guide it through many levels of eight-way scrolling action. A brilliant, playable game with an amazingly good two-player mode where the second player takes control of an entire fleet charged with destroying the Red October! Brilliant!

OVERALL 92%**HYPER LODERUNNER**

If you enjoy a really tough challenge, this platform game is highly recommended. Normal players, however, might find themselves wanting to smash the cartridge up after a couple of goes - it's that hard!

OVERALL 71%**JOE & MAC CAVEMAN NINJA**

The arcade game was less than impressive and, not surprisingly, so is this.

OVERALL 65%**JURASSIC PARK**

Excellent presentation and you really can't fault the graphics in this varied adventure game that kinda follows the movie. The gameplay is also varied and challenging enough to keep your interest high until the end. Problem is, the end comes far too quickly.

OVERALL 86%**KID DRACULA**

Good design for an average platformer is cancelled out by lack of difficulty.

OVERALL 77%**KID ICARUS**

Fairly jolly adaptation of the NES platform game provides the fun but is now getting rather long in the tooth.

OVERALL 71%**KIRBY'S DREAM LAND**

A highly original, amazingly playable game from the creator of Mario. If this one doesn't grab you then nothing will! Kirby is a superb character and his game is one of the most imaginative platformers available on any machine. The delightful wind-bag's wanderings are simple enough at first but the second secret quest is very tough.

OVERALL 94%**KRUSTY'S FUN HOUSE**

A platform-based puzzle game that requires a great deal of thought in order to complete each level, and one of the better Simpson's titles. Ideal Game Boy material.

OVERALL 90%**KUNG-FU MASTER**

This loose translation of the aging Irem coin-op is very dull indeed, with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level. One go is all that's required to beat this vapid effort of a game.

OVERALL 17%**KWIRK**

This is a puzzle game where your tomato (!) must shift oddly shaped blocks into gaping holes to traverse mazes and reach the exit. It's really a sort of Soko Ban clone - but a lot more fun.

OVERALL 85%**LAMBORGHINI AC**

The skid marks on the racing track of life.

OVERALL 39%**LEMMINGS**

Short and sweet: Lemmings on the Game Boy is a great conversion of a classic game. Prevent hordes of lemmings from meeting with certain doom in an almost endless collection of brain-taxing screens.

OVERALL 88%**LOONEY TUNES**

The Looney Tunes in an exciting and varied cartoon collection of shoot 'em ups and platform-related hilarity. Tweety-pie, Sylvester, Porky and Daffy all wait for you to join their excellent party.

OVERALL 90%**LETHAL WEAPON**

A ropey little fisticuffs fest which doesn't come anywhere near the excitement of the movies.

OVERALL 45%**MARBLE MADNESS**

Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls such as acid pools, giant vacuums and even killer black marbles. This is one of those games which is perfectly suited to the Game Boy and although it's short on levels, it's long on playability.

OVERALL 87%**MAX**

Similar to Bionic Commando, but with a few neat features of its own. Lots of explosions!

OVERALL 84%**MCDONALDLAND**

Just as bland as the food, though still reasonably competent.

OVERALL 65%**MERCENARY FORCE**

Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.

OVERALL 62%**METROID II**

Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.

OVERALL 81%**MOTOCROSS MANIACS**

Motocross has never been any weirder than in this off-road biking game! It's tricky but is good fun - especially against a computer opponent - and provides plenty of amusement for a while.

OVERALL 76%**MR DO!**

Adopt the mantle of Mr Do and run around a Boulderdash-style screen layout dropping massive pieces of fruit on marauding enemy sprites. Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion. Well worth a look.

OVERALL 86%**NAVY SEALS**

This platform shoot 'em up is amazingly hard. If you think you can ignore the lack of originality and you're a good enough gameplayer not to get too frustrated, Navy Seals is well worth a look.

OVERALL 80%**NBA ALL-STAR CHALLENGE**

A series of one-on-one sub-games including three point shoot-outs and a slam dunking competition that is quite engrossing. While each game isn't much to write home about itself, in combination, they combine into a neat collection of basketball skills.

OVERALL 78%**NEMESIS**

A great conversion based on the classic coin-op. The graphics are quite nicely drawn and the action is clear and easy to see. It's not simple and shoot 'em up fans should really get into the action. Go for it!

OVERALL 88%**NIGEL MANSELL'S WORLD CHAMPIONSHIP**

Unrealistic Super NES conversion which should be left in the pits.

OVERALL 61%**NINTENDO WORLD CUP**

This is a shambolic mockery of a clapped out soccer game. There's no real control over your players, the computer has no knowledge of tactics and the responsiveness and collision detection are sadness incarnate.

OVERALL 31%**OTHELLO**

Although it might not look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again.

OVERALL 89%**PACMAN**

PacMan is as PacMan does, and this is as flawless a conversion of the crumbly arcade game as you will find. This will make some players leap for joy, others will find it enjoyable for a quick game every now and then. Give it a go if you're a Pacfan.

OVERALL 80%**PANG**

A simple though unforgiving game that as frustrating as it is adrenaline-pumping. Suffers from dire slow down when there are lots of bubbles on screen.

OVERALL 68%**PAPERBOY**

Ultra-blurry graphics, rubbish bike handling and dodgy collision detection are the three main flaws present in this disappointing conversion that will appeal to arcade fans only.

OVERALL 67%



JIMMY CONNOR'S PRO TENNIS TOUR

Kind of like a graphically enhanced Super Tennis, but lacking the playability.
OVERALL 79%

JOHN MADDEN FOOTBALL

Good, but slow game of gridiron. Its successor fixed most of the faults, though.
OVERALL 71%

JOHN MADDEN FOOTBALL '93

A must for gridiron fans, a mite confusing for others, though. A good sports sim lies at the heart of this cart. The Madden series of gridiron games are simply as good as they get. And they get better every year!
OVERALL 90%

JURASSIC PARK

Completely different to the crap Megadrive platform game of the same name, Jurassic Park on the Super NES boasts earth-shaking Dolby Surround Sound and luscious graphics, both in overhead view and first person 3D. One of few games that makes you think about what you have to do.
OVERALL 91%

KAWASAKI CARIBBEAN CHALLENGE

Hideous motorbike racing monstrosity.
OVERALL 36%

KEVIN KEEGAN'S PLAYER MANAGER

One of the fans only. An in-depth total management game that is driven by the most infuriating icon system ever devised (well, close anyway). Player Manager also includes a version of the flawed Kick Off game for those that insist on actually playing soccer.
OVERALL 82%

KING ARTHUR'S WORLD

A Lemmings-like game that is simply massive in its scope and requires a great deal more strategic planning in order to succeed. And it's bloody tough! Once you get past the first couple of stages, you'll be totally hooked.
OVERALL 92%

LAMBORGHINI AC

If skidding around the States is your bag, check this out. On the other hand, don't.
OVERALL 64%

LETHAL WEAPON

Lawdy! Another film licence turned into a platform game. I mean, what a surprise. Platform fans will like the attention to detail though the animation sucks.
OVERALL 81%

LEMMINGS

Save those brainless, suicide-motivated lemmings from death in this brilliant, fun game. The graphics and sound are good but it's the fresh, original gameplay that makes this the superb game that it is.
OVERALL 92%

THE LOST VIKINGS

An entertaining platform/puzzler with a few novel features, great graphics and animation and a great sense of humour. Occasionally very frustrating, especially in the two-player mode.
OVERALL 80%

MAJOR TITLE

Also known as Irem Skins. This golf sim's excellent graphics and animation is let down by the lack of player options and being limited to only one course. Also, the margin of error is too narrow, making it far too easy to come in under par.
OVERALL 61%

MARIO IS MISSING

An edutainment game that leads you on a geography lesson around the world. Surprisingly, not as dull as it sounds and quite fun, too. A fine cart for younger players.
OVERALL 83%

MARIO PAINT

Fun though this may be at first, the novelty soon wears off. Both art and music designers are hopelessly limited and fail to function as true educational tools, though they're OK for a laugh. The swat-the-fly-coffee-break feature is the only aspect of the package that classes as a game, yet it's hardly worth the price despite a rather excellent mouse.
OVERALL 70%

MARIO AND WARIO

Despite a tediously easy start, it gets better and harder later on in the game. Worth looking at if you have a mouse, although the game lacks something. It's also the first game ever to feature Mario with a bucket on his head.
OVERALL 81%

THE MAGICAL QUEST STARRING MICKEY MOUSE

Capcom work their magic on the SNES once more with their first Disney license. Mickey's quest is full of surprises and is packed with gorgeous graphics and enchanting music. The game sees Mickey as a fireman, a mountaineer and even a mighty little sorcerer, all of which lend themselves to some interesting twists in the gameplay. If only it wasn't so goddamn easy!
OVERALL 84%

MECH WARRIORS

The 'virtual reality' effect graphics, great sound, decent playability and the constant upgrading of your battle mech is initially quite exciting - unfortunately, it's all let down by a lack of variety.
OVERALL 81%

METAL MARINES

Excellent fast-paced strategy game. A good intro to this type of game.
OVERALL 85%

MIGHT AND MAGIC 2

RPG that's a little on the large side and, unfortunately, a little on the uninspired side.
OVERALL 63%

MISTER NUTZ

Cute and cuddly platform game that you'd be nutz to miss. (Sorry!)
OVERALL 90%

MONOPOLY

Do you like playing Monopoly on your own? Then buy this. Otherwise, steer clear.
OVERALL 56%

MORTAL KOMBAT

In hindsight, we rated this cart too highly when we gave it 91%. Not so much a beat 'em up as a two player button-bashing fest. Poor collision detection, fiddly special moves rob it of any long-term appeal. On the other hand, it looks good, plays fast and provides a short-term thrill.
NEW RATING 86%

NBA JAM

A stunning conversion of the arcade two-on-two basketball classic in all its four player glory. Brilliant animation, pumping sound and graphics combine with top notch, easy-to-get-into gameplay to make a game that is so much fun that it should be illegal. An absolute 'must have', Top Five game of all time!
OVERALL 94%

NHLPA HOCKEY '93

Despite the threat of snow blindness if you play this cart for too long, NHLPA is easily the best of the ice hockey sims that are around. Once you get used to the inertia of the control method, you're away. Plotting deliberate fouls can be fun!
OVERALL 84%

NIGEL MANSELL'S F1 CHALLENGE

Superb racing feel! alone would have made this cart one of the best racers around, except any

Brownie points earned have been lost because it's just too damn easy. Neat graphics, though.
OVERALL 87%

ON THE BALL

A fast and furious arcade-style puzzle game spoilt by its complete easiness.
OVERALL 82%

PAPERBOY II

Paperboy returns in this multi-directional scrolling effort. The aim is to deliver papers to all your subscribers while avoiding enemy sprites. The graphics are little better than the Master System version, and the extra directions you can go add nothing to the gameplay. Like Paperboy himself, this fails to deliver.
OVERALL 41%

PARODIUS

The weirdest shooter you are ever likely to play. Twisted graphics, loads of options, nine massive levels and the most intense blasting ever seen make this horizontally scrolling Gradius sequel a must-have.
OVERALL 92%

PILOTWINGS

Take a trip to the Pilotwings academy for advanced flying in this visually stunning game. Hang-gliding, jet-packing, parachuting and plane flying are all here to be enjoyed. Although the novelty does wear off after a while, Pilotwings still ranks as a highly playable, exquisite game.
OVERALL 90%

PLOK

Cute and chunky platform star. Above average.
OVERALL 81%

POCKY & ROCKY

Also known as Ki Ki Kaikai, this action packed two player features superb attacking and defensive moves, an RPG element and great Japanese anime art. Similar gameplay to Smash TV keeps your fingers pumping.
OVERALL 91%

PRINCE OF PERSIA

Rock-hard platformer with loads of puzzles and beautifully detailed graphics. The controls can be a bit tricky and there is no room for error.
OVERALL 92%

PUSHOVER

GI Ant rearranges dominos in order to progress through the levels in this entertaining puzzle game from Ocean. While not as exciting as Lemmings (the puzzles are not testing enough) but still rates as a fun kind of strategy game.
OVERALL 78%

Q'BERT III

Odd controls and trippy backgrounds are good, but it loses its appeal after a little while.
OVERALL 70%

REN & STIMPY - VEEDIOTS!

On of the best cartoon licences has been maimed by THQ and the crippled result is a shabby platformer that is tedious and a chore to play. Ren & Stimpy fans have been betrayed!
OVERALL 31%

RIVAL TURF

Although it features a simultaneous two-player mode, this is very much a poor man's Final Fight. The action simply isn't exciting or varied enough to be worth getting. Check out Final Fight instead.
OVERALL 48%

ROAD RUNNER

All looks and no gameplay, Road Runner is poorly designed, highly frustrating and a very disappointing game, indeed. RR moves extremely quickly, which is great, but inevitably runs into an unseen nasty, which is bad.
OVERALL 39%



ROCK 'N' ROLL RACING

Wa-hooooo! Chunky rawk 'n' roll classics from the likes of Black Sabbath and Deep Purple blast from the speakers, high-powered weaponry is fired from your vehicle and excellent controls make this a real treat. The only bummer is the lack of real variety in the tracks and a similar lack of variety in the otherwise excellent speech samples.
OVERALL 88%

ROCKY RODENT

Very basic platform antics, dodgy sprite detection and lack of variety between levels cancel out the odd spark of originality and consigns Rocky to also-ran status. The game's too slow as well.
OVERALL 73%

R-TYPE III

A rock-hard solid shooter that is graphically impressive but, basically, isn't distinguishable from most other shooters on the market.
OVERALL 79%

SHADOWRUN

Part RPG, part adventure, this descent into the madness of the cyberfuture is like no other. The Equinox-style viewpoint is very effective and the gritty realism of the graphics quickly draw you into the game. There is always something to do and it will take hours of exploration to complete it. A modern classic.
OVERALL 90%

SIM CITY

In this highly original game, you create and nurture your own city, dealing with all the usual problems of over-crowding, pollution and various other environmental disasters. This might sound boring but Sim City is actually very deep and involving and hours literally fly by when you play it. A truly classic cart.
OVERALL 93%

SKYBLAZER

A slow-starting platformer that develops into a action-packed romp. Unfortunately, the by-the-numbers design has been seen a million times before, there are no options and infinite continues rob it of any lasting challenge.
OVERALL 76%

SMASHBALL

An old idea brought to life in a brilliant two-player game.
OVERALL 89%

SPINDIZZY WORLDS

Clever but simple graphics and a massive amount of worlds to master make this the King of the SNES puzzlers. It will take you ages to complete and you'll love every minute of it.
OVERALL 90%

STARWING

The most amazing 3D graphics you can get on the SNES - and the gameplay is just stupendous. A totally gripping space blaster that is so flawlessly smooth that you believe that you're piloting an Arwing fighter against the constantly challenging forces of Venom. A Top Five game of all time.
OVERALL 96%



STREET FIGHTER II
Most famous game ever. Technically brilliant, but a little slow for some.
OVERALL 94%

STREET FIGHTER II TURBO
The King of all beat 'em ups. Requires immense digital dexterity, strategic thinking and mastery of special moves in order to plumb the full depths of this magnificent game. Instinctive gaming at its best and a perfect arcade conversion.
OVERALL 98%

STRIKER
One of the best soccer games on any machine.
OVERALL 92%

SUNSET RIDERS
OK in two-player mode, but otherwise a surprising disappointment from usually excellent Konami.
OVERALL 72%

SUPER ADVENTURE ISLAND
Wonderboy hits the SNES. Good platform fun, but too easy.
OVERALL 78%

SUPER BACK TO THE FUTURE
Nice looking, but no fun.
OVERALL 64%

SUPER BOMBERMAN
A diabolically simple, thoroughly addictive simultaneous four-player game (when used with the Multitap) that forsakes clever graphics for outstanding gameplay. Immediately accessible and challenging, Bomberman is an absolute 'must-have' cart.
OVERALL 93%

SUPER CASTLEVANIA
One of the first and best platform adventures. Still worth a gander.
OVERALL 91%

SUPER EMPIRE STRIKES BACK
You like Star Wars? You'll like this. More of the same.
OVERALL 86%

SUPER GHOULS 'N' GHOSTS
One of the earlier SNES releases, Super Ghouls 'N' Ghosts still ranks as a graphically stupendous, ultra-hard platform adventure.
OVERALL 94%

SUPER JAMES POND
Sad copy of what was once a good Megadrive game.
OVERALL 78%

SUPER KICK OFF
Well, was this game worth the hype or what? The answer is probably no, unfortunately.
OVERALL 73%

SUPER MARIO ALL-STARS
The four-in-one guide to Mario heaven features graphically enhanced versions of Mario Bros 1, 2 & 3, plus the hitherto Japan-only release, The Lost Levels. Expensive, but essential.
OVERALL 95%

SUPER MARIO KART
The best racing game on the Super NES is also the most bizarre. Excellent two-player mode, yet still a good one-player racer.
OVERALL 92%

SUPER MARIO WORLD
Boasting cool graphics, super sounds and amazing gameplay, Super Mario Bros IV is one of the best video games in the world!
OVERALL 98%

SUPER NBA BASKETBALL
The finest basketball sim currently available. Loads of strategy is involved in this fast paced and superbly animated game, though the computer does become predictable in one-player mode.
OVERALL 91%

SUPER R-TYPE
Bad case of slow down and the low difficulty level make this look very dated, indeed.
OVERALL 74%

SUPER SLAM DUNK
Clever Mode 7 basketball game. A bit fiddly, but fun nonetheless.
OVERALL 88%

SUPER SOCCER
Technically outstanding, but awkward to play and limited.
OVERALL 79%

SUPER STARS WARS
Superlative platform game that packs a big challenge with fantastic music, too.
OVERALL 93%

SUPER STRIKE EAGLE
Part flight sim, part blaster, Strike Eagle fails to get the adrenaline pumping and, if anything, is too true to real-life dogfighting - you have fight via your radar screen. Most of the missions are too similar to hold your interest.
OVERALL 76%

SUPER TENNIS
The SNES spin 'n' scroll graphics chips are used to create a fast, smooth third person perspective tennis court, populated by cute sprites that swear a lot (on the Japanese version). Super Tennis is the best tennis game ever produced. It's playability is unrivalled and as a two-player game, it's tops!
OVERALL 94%

SUPER TURRICAN
Tough, uncompromising... and occasionally a tad boring. A straightforward shooter that is noteworthy for its detailed backgrounds rather than the variety of gameplay.
OVERALL 83%

SUZUKA 8 HOURS
What a great coin-op. What a shabby conversion.
OVERALL 62%

SYVALION
Original and responsive, but repetitive and dull.
OVERALL 41%

TAZMANIA
Initially a great game that is complemented by snappy cartoon-style graphics. Unfortunately, the lack of variation to the gameplay means that you

will quickly tire of this otherwise challenging racer featuring our friend Taz, the Tasmanian Devil.
OVERALL 78%

TINY TOON ADVENTURES
Provides a wealth of variety, fun, excitement and a virtually faultless adaptation of the Tiny Toons theme. Another brilliant Konami game.
OVERALL 93%

TOM AND JERRY
THQ have done it again! Tom and Jerry is a contemptible waste of rom chips. Not worth the box it's packaged in.
OVERALL 37%

TOP GEAR
Ultra fast and mega-smooth. Still one of the most enjoyable two-player racers.
OVERALL 91%

TOP GEAR 2
Not as good as the original, but improves over time.
OVERALL 80%

TMNT TOURNAMENT FIGHTERS
A garishly coloured Street Fighter clone that is the only one to come close to the brilliant SF Turbo. Easy-to-master special moves make for furious gameplay though occasional sprite slow down and blur diminish the collision detection at crucial moments.
OVERALL 90%

TRODDLERS
A fine and dandy puzzle game which is best for two players.
OVERALL 81%

TUFF E NUFF
Loads of moves, but only four characters and not very tactical.
OVERALL 89%

UN SQUADRON
Absolutely rock-hard shooter with good variety and good graphics. Capcom does it again!
OVERALL 94%

VIRTUAL SOCCER
Worthy contender to the soccer sim world cup.
OVERALL 93%

WAYNE'S WORLD
A steaming pile of crud. NMS has seen more gameplay in a doorknob. Great movie, though.
OVERALL 17%

WWF ROYAL RUMBLE
Loads of moves and options in this wrestling sim, but too easy in one-player mode.
OVERALL 82%

WING COMMANDER
An outstanding game on the PC, Wing Commander doesn't have the necessary excitement and outstanding gameplay to uphold its reputation on the SNES.
OVERALL 62%

WING COMMANDER 2: SECRET MISSIONS
More of the same, really. Still not as good as it could be.
OVERALL 64%

WORLD HEROS
Unexciting SNES beat 'em up conversion of an unexciting Neo Geo beat 'em up.
OVERALL 69%

YOSHI'S COOKIE
A skillfully designed puzzle game with enough variety to maintain plenty of lasting appeal. The two-player mode is where it's at, though, as single players could conceivably become very bored with looking at cookies.
OVERALL 87%

YOSHI'S SAFARI
A Nintendo Scope game that features lovely colourful sprites and heaps of different backgrounds as well as jolly bouncy effects and music. The gameplay is also of a very high standard and will keep you blasting away. Sadly, though, it is far, far too easy.
OVERALL 77%

ZELDA III
Link returns in this viewed-from-above scrolling quest with thousands of screens, loads of puzzles and some great graphics and sound. This is the definitive adventure game for SNES.
OVERALL 95%

ZOMBIES ATE MY NEIGHBOURS
B-grade movies make it onto the SNES and turn this highly original cart into a dazzling shooter than is action-packed and extremely funny. 45 increasingly tough levels, plus bonuses, will keep you coming back for more. Brilliant!
OVERALL 94%

WOT IT ALL MEANS! REALLY!
To make it easier for you to translate that vital score into a worthwhile recommendation, NMS is proud to present this guide to its ratings so that you will be under no illusion as to what they mean.
Now all you have to do is read on...

96-100
NMS Platinum! The highest award ever bestowed. Forget the Oscars, get one of these and life is complete.

91-95
NMS Gold. The best games you can buy. If you don't rush out and buy any of these games on the spot, you are obviously a single cell organism.

86-90
NMS Silver. These games are very nearly Ribena, and absolute essentials if you're a fan of the genre. Even if you're not, they still warrant urgent attention.

80-85
Tough stuff. A very good game which misses out on greatness due to a few small points, but well worth your time.

70-79
A good game which may appeal to some players or have redeeming features to lift it from mediocrity.

60-69
Distinctly mediocre. Not bad, not good either, with serious reservations as to overall quality.

50-59
Whoops! Something's gone a bit wrong. It all started well enough, but this game took a wrong turn along the line and has lost its way. Don't lose your money.

40-49
Yikes! Something is terribly wrong. This game must be avoided by sensible people everywhere...

30-39
Aaargh! Crap alert! This game is smelly to the extreme, and must be avoided.

20-29
Aaaargh! Quick, pass the oxygen! Here's a game so bad you wouldn't inflict it on the mother-in-law.

0-19
A outrageous, steaming great turd. Life's too short for this game...

FLASHBACK



BORED OF WAITING?

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FLASHBACK... YOU WON'T BELIEVE YOUR EYES.

SONY



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Sony Electronic Publishing, ring **0055 33135** *+70c per minute. If under 18, parents OK required.

REVIEW GAME BOY



CART SPEC

- BY: ACTIVISION
- RRP: \$59.95
- RELEASE: APRIL
- GAME TYPE: PLT
- CART SIZE: 1 MEG



GAME INFO

- **PLAYERS:**
One or two
- **CONTROL:**
No choices here!
- **GAME DIFFICULTY:**
Medium
- **CONTINUES:**
Five
- **RESPONSIVENESS:**
Slow
- **1ST DAY SCORE:**
38,000
- **GAME ORIGIN:**
"This is my second voyage on the good ship Game Boy," says Popeye the sailor man.



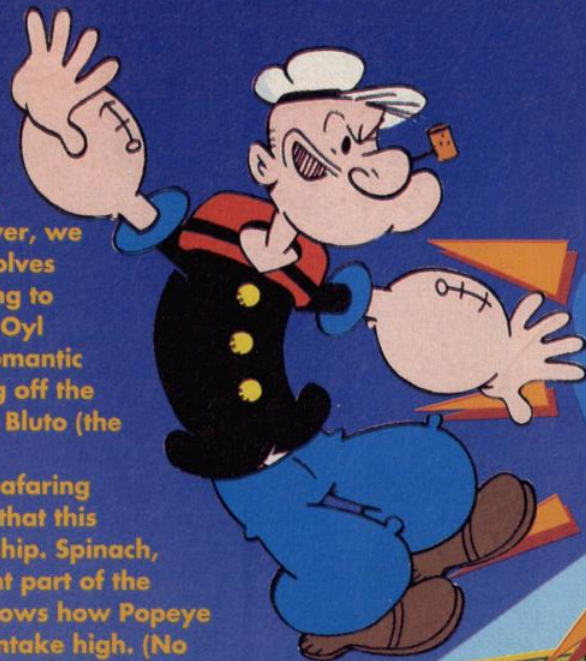
CONTROLS

● **HOW TO PLAY:**
Walk, run, swagger and jump through a multitude of platform levels, suspiciously reminiscent of most other platform games.

- A** Jump
- B** Punch, hold to run
- S** Starts/ Pauses game
- S** Very little

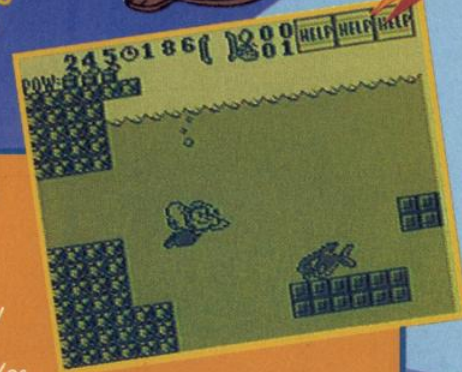
We can't really tell you quite what the plot of this latest Game Boy adventure is, as we had a Japanese version with no instructions. However, we can assume that it involves Popeye (the hero) trying to win the heart of Olive Oyl (his undernourished romantic interest), while fending off the unwanted attention of Bluto (the mean, nasty villain).

As Popeye is of the seafaring type, it is appropriate that this adventure is set on a ship. Spinach, too, plays an important part of the game, as everyone knows how Popeye likes to keep his iron intake high. (No 'run down' feeling for this lad!) And don't forget to check out the galley below, that's real shag carpeting! Aaarrhh!



CANDIED YAMS

What would a platform game be without invincibility, I ask you? Nothing. Diddely squat. Zilch, etcetera. And what better way to give the game's central character this power than in the form of a flashing star? Yes, collect one of these beauties and Popeye's on easy street, at least for a few seconds. He can run through baddies and tap dance on spikes, just don't fall down one of the many bottomless pits, or it's off to the Platform Game Pit Of Hell, where all two dimensional game characters fear to tread!



FIST POWER!

Ever in search of steroids to pump up his already grotesquely deformed physique, Popeye has found the answer in canned spinach. Amazing as it sounds, the green stuff that makes young kiddies squirm at the dinner table bestows our hero with incredible strength, increasing the size of his forearm to massively distorted proportions!

Popeye starts with three cans under his belt and each can that Popeye consumes from then on adds to his arm size. After eating seven cans, Popeye is endowed with an unlimited supply of empty cans which he throws in a straight line across the screen, whenever he swings a punch.

The collected cans o' spinach also count as Popeye's life meter, each time he comes into contact with an enemy or spikes, a can disappears from his collection. This also reduces the size and power of his fists.

Exclusive Cheapo Cart Offer!

NMS and Activision are pleased to be able to offer our readers the opportunity to buy a copy of Popeye 2 at the bargain basement price of \$44.95- that's \$15 cheaper than in the shops! All you have to do is send in a cheque or money order plus the coupon below (or a photocopy) to: NMS POPEYE 2 OFFER, Activision, 10 Angas St, Meadowbank NSW 2114.

Please, please, please send me ___ copies of Activision's Popeye 2 game for Nintendo Game Boy at el cheapo price of \$44.95 per game. (Please add \$5.00 for postage and packaging.) Enclosed is my cheque/money order for \$_____.

Name: _____

Address: _____

Age: _____

I own a
 Super NES NES Game Boy

Delivery will be within 21 days of receipt of order.

POPEYE 2



PERUVIAN PYGMY YAMS

As with most games of this ilk, there is a time limit to adhere to, but who worries about time limits? You should, because in Popeye 2 there are a few 'stages' which push you to finish them in under the 150 or so seconds that are on the clock at the start of the stage. There are, of course, hidden time bonuses scattered around, but if you waste too much time looking for them, you'll be cutting it fine when it comes time to get out of the level.



ANDREW

COMMENT

Popeye 2 seems to be an amalgamation of every other Game Boy platform game. However, that doesn't mean that it is bad; in fact, Popeye 2 can be quite a jolly adventure, sometimes.

Popeye behaves in a way not unlike that of a certain plumber we all know, even the levels have similar situations as Super Mario Land to work your way around, but the control over Popeye is sometimes dodgy. Enemies appear from the edge of the screen just as you're shinning it up a rope, giving you no time to see, let alone avoid them, and when Popeye gets hit, he falls back, often to be struck again by the same baddie. The bosses are very sad, with little animation in their attack patterns. Occasionally they hurl some sort of projectile at poor old Popeye but, for most of the bosses, I found that I didn't have to move Popeye very far in order to defeat them.

If you put your mind to it, most players will have this game licked by lunch time, but for the younger player it should last considerably longer.

RATINGS



BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHALLENGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEXES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEEK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MONTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

PRESENTATION

- ▲ Two player mode.
- ▼ No options, lacks atmosphere.

70

GRAPHICS

- ▲ Hardly any blur, decent sized sprites.
- ▼ Blocks, block, blocks everywhere! Booor-ing.

81

SOUND

- ▲ The Game Boy makes a brave attempt at the Popeye theme, and the tunes throughout are suitably jolly.
- ▼ Hardly atmospheric, but that's the Game Boy for you.

78

PLAYABILITY

- ▲ Popeye's movements (oo-er!) are almost Mario-esque...
- ▼ ... But not as polished. A few small flaws spoil the flow of action.

82

LASTABILITY

- ▲ You'll have a bit of fun while you play it...
- ▼ ... But that won't be for very long. It's too easy and there aren't any difficulty options.

56

OVERALL

73

Popeye 2 won't bowl you over with originality, but it's a competent platformer that will appeal younger players and Super Mario Land fans.

T2 vs Battle

T2. Synonymous with excessive wastage of innocent victims, maximum property damage, big guns and a steroid-pumpin' psycho-babe with huuge jawbones! Armed with a Nintendo Scope and game cart, you can experience all this in the comfort of your own home. Well..., kind of.

Super Scope waste-fest ahoy!

It is possible to play this game without this newly renamed marvel of infra-red technology, though you lose the satisfaction of "shooting" your foes. For those used to playing Starwing, keypad controls to aim the cursor up and down are exactly the opposite! Confusing or what?



CART SPEC

- BY: ACCLAIM
- RRP: \$119
- RELEASE: OUT NOW
- GAME TYPE: SCOPE
- CART SIZE: 8 MEG



RATINGS



PRESENTATION

- ▲ It says T2 in that really cool type-face.
- ▼ Very dull intro. Annoying un-bypassable text at beginning of game.

GRAPHICS

- ▲ The Terminators are neat looking.
- ▼ Not much depth to landscape. Sprites a tad under-animated. No "I've been hit!" reaction.

SOUND

- ▲ Great Plasma Booster FX! Decent explosions.
- ▼ Substandard music fails to excite.

PLAYABILITY

- ▲ It couldn't be easier to get into, just pick up the 'Scope and blast away.
- ▼ Occasionally lapses into tedious and joyless shooting.

LASTABILITY

- ▲ Trying not to destroy the jeep on level 3 will take a while.
- ▼ But it isn't really worth the bother.

OVERALL

Ho hum. Will find some fans of the arcade game but I'd rather inspect sewerage outfalls, myself.

- 76
- 32
- 39
- 68
- 62
- 53

Maximum carnage

The game's pretty much a side scrolling kinda deal with plenty of Cyberdyne brethren for you to terminate.

Fire at wooden boxes scattered around for shield, power-ups or ammo to satisfy trigger happy fingers. Occasionally you bump into some human pals fighting for your cause. To avoid a human casualty penalty, don't shoot at them. However, the difficulty of this task, coupled with my psychotic disposition, made wasting everyone much



clash

The "story" to this game is such pure bollocksville excess for a simple aim & shoot affair that I won't even go into it. And what's all this "Standing Tanks" name crap for the robots? Mobile Suits for the purists, please! Nuff said!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Find the W-spot!

The generic enemy-waste formula is to find its weak spot, build up your blast charge (see level at bottom of screen) and repeatedly hit that mark. Your opponent basically flies from side to side, may jump around or spin a bit, and then lob blasts to you. These are neutralised easily by frenetic rapid fire in their general direction. Nothing to it.



Think before you shoot!

You have one bomb per stage that inflicts major damage on your foes as well as neutralising their blasts. Use it wisely. Pushing the cursor button alternates special items which include homing lasers, shield and a power/speed booster. Not all items are available for each level, though.

CART SPEC



- BY: NINTENDO
- RRP: \$99
- RELEASE: OUT NOW
- GAME TYPE: SCOPE
- CART SIZE: 4 MEG

COMMENT



AMOS

Of these two Nintendo Scope games, T2 fares marginally better in gameplay, thanks to having a variety of objectives.

Unfortunately, annoying touches, like Terminators firing from the sides of the screen where you

just can't shoot back, quickly begin to grate. Also, the aiming cursor freezes when you're not firing, which is confusing when you want to resume fire. It's all pretty sad, just like the arcade game but without the natty big screen. Battleclash is a much slicker looking game with its cool mecha and anime character designs, but where's the gameplay? I dunno. I looked hard but I just couldn't find it. Really, I expect a lot better than this from Nintendo, Even the between-battle banter sets a new standard for brainless dialogue.

So what's the verdict? Well, both games are definitely better than the abysmal six-in-one game cart supplied with the Nintendo Scope though neither is up to the standard of Yoshi's Safari (which was far too easy, anyway). So, what to buy? None of them. Go and play a round of Skirmish instead. Get some real battle scars.



Shoot from the hip!

The Nintendo Scope is an inherently clumsy piece of equipment - your average Uzi is easier to handle - and, if used as designed, will definitely leave you with a gammy neck. Honestly, looking through the sights not only strains your eyes and neck, but it also tends to hide some of the bombs that are thrown at you so that you don't see them until it's too late.

RATINGS



PRESENTATION

- ▲ Cool high tech look.
- ▼ Options available do sod all to enhance gameplay.

80

GRAPHICS

- ▲ Groovy sprites, colourful backgrounds. Scrolls smoothly.
- ▼ Clunky sprite animation. Occasional bland background.

75

SOUND

- ▲ Chunky & crisp FX, pumping music.
- ▼ Irritating "whirring" sound from blast energy meter.

80

PLAYABILITY

- ▲ Great if you want a totally mindless shooting spree.
- ▼ Quickly becomes dull and repetitive. Frustrating lack of directional control.

43

LASTABILITY

- ▲ Initially quite fun as you continuously blast away at the enemy.
- ▼ Absolutely no variation in the gameplay. Way too easy.

40

OVERALL

Looks good. Shame about everything else.

55

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: MINDSCAPE
- RRP: \$119.95
- RELEASE: OUT NOW
- GAME TYPE: SPORT
- CART SIZE: 8 MEG



GAME INFO

- PLAYERS: 1-8
- CONTROL: Joypad
- GAME DIFFICULTY: Medium
- CONTINUES: N/A
- RESPONSIVENESS: Pretty alright
- 1ST DAY SCORE: Pot loads of balls
- GAME ORIGIN: A conversion of that fine bar "sport" of pool. The one that's like snooker, not the swimming ones.



CONTROLS

- HOW TO PLAY: Do battle with your trusty pool cues by knocking small numbered spheres - or "balls" in holes - or "pockets" around the flat baize surface - or "table".

A

Aim/shoot

B

Alter cursor speed

X

Turn phantom balls off

Y

Zoom in/out

L/R

L: Rotate table left in zoom
R: Rotate table right in zoom

S

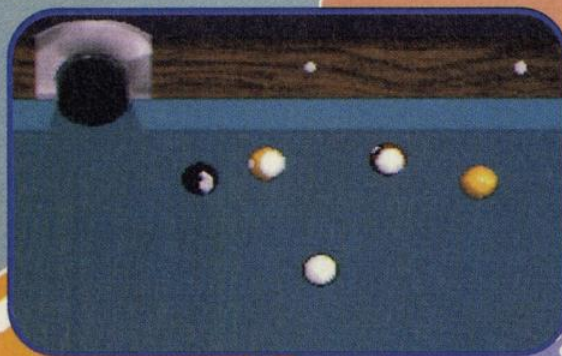
START: In-game menu
SELECT: Alter ball speed

There is a dimension far removed from our own - where real humans meet with ridiculous cartoon comedy characters. Its name is Pool World. Yes, sensible, right-thinking, rational homo sapiens mix with chest-wigged, curly-mopped dodgy-moustache-wearing look-like-something-out-of-Starsky-and-Hutch "sportsmen" who call themselves "Hustlers". Generally, these chaps chew a lot of gum, wear mirror shades in the dark and favour large medallions to off-set their torsal jungle.

The people in this world are bound by one common factor - the game of pool. Pool is a bit like snooker, only because it's American, they had to simplify the rules a bit. And in some cases remove some of the balls so the game didn't run in to tricky double digits. Basically, instead of racking up points, a la good old Tommy snooker, the aim of the game is pot all of your balls - indentified by either spots or stripes so that's easy enough - and then sink the black 8-ball to clinch the game. There is another version played with only nine balls, but that's just for real morons.

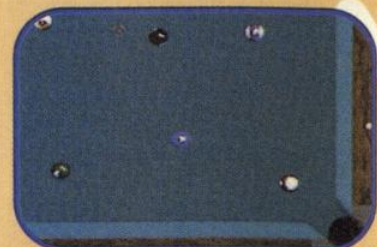
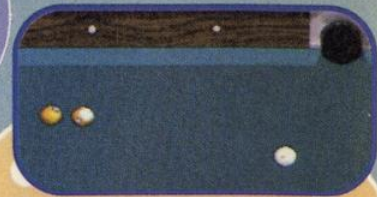
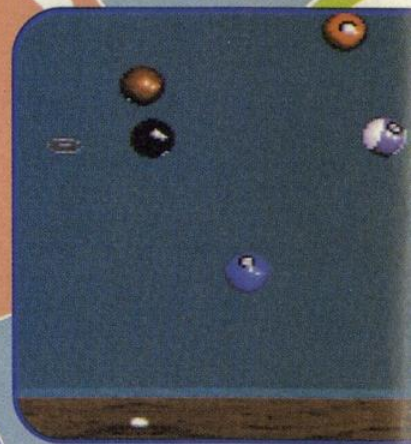


▲ Pool action - I think. Yawn.



FLYING GHOST BALLS

If you're a bit crap with angles and things and don't reckon you'd be very good at pool, this game has a feature to help you. The ball is aimed as usual with the cue-ball ghost cursor. Now press the A button once and the trajectory of the ball you've aimed at is displayed with flying ghost balls. This makes it a piece of cake to work out where your chosen target will end up, although the flight of the cue ball is left a mystery. You might think this would make the whole thing farcially simple, but the ghost path is only really an estimate, albeit a close one, leaving that all-important sense of uncertainty and danger intact. Still, if you do reckon it peesyfies things too much, there is an option to turn the auto aiming off.

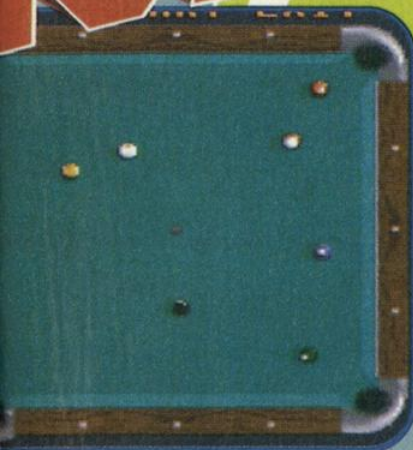




EXTREME CLOSE-UP! NOT!

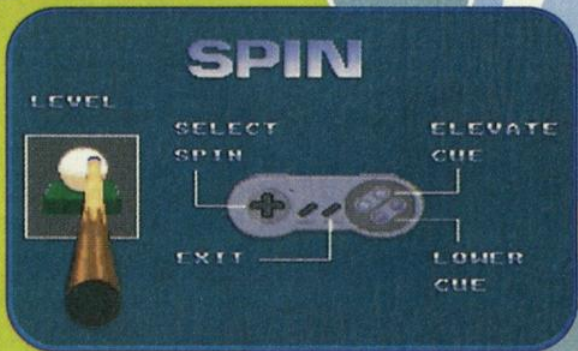
The standard view of the table in Championship Pool is a ten-feet-above-the-table downwards top plan angle. However, if this is a little remote for your tastes, try pressing the Y button. Go on. Behold, the view zooms in, allowing you to get a closer look at the proceedings. Press Y again and an ultra-close-up is the result. In this view it's possible to use the L and R buttons to rotate the table, allowing you to check out all the angles of any shot right from the table top itself. To get back into the regular view, simply press Y a third time. It's not possible to actually take your shot in close-up mode.

CHAMPIONSHIP POOL



CHOD-CHOD TRAINING

The ideal place for Championship Pool beginners to start is on the training table. Choose your game set up and play away without having to worry about an opponent. This leaves you completely free to get the hang of the controls and improve your general knowledge of ballistics. You're also able to reset the table at any point, allowing you to practice your breaks over and over again, or whatever takes your fancy.



YEAH, SPIN ON MATEY

One of the hardest things to master in real life pool is putting the right spin on the cue ball. However, there's no such faffing about in Championship Pool thanks to the comprehensive spin gauge. Press START to bring up the in-game options and select the SPIN option (strangely enough). A sub-screen pops up with a lifelike representation of the cue ball depicted, along with a disembodied cue. Use the joystick to move the cue over the exact spot of ball you'd prefer to bash, and use the X and B buttons to alter the angle the cue is held at, allowing you to bounce the little white fella around like you would not believe.

COMMENT

Championship Pool is certainly one of the most comprehensive conversions of the sport on any machine. There's absolutely stacks of options and just about every permutation of the game is included.

RAD However, pool isn't particularly the most thrilling of sports and this is definitely reflected in Championship. Whilst the single player tournaments are pretty tough they're not particularly stimulating. If you're going to have a second player around a lot then fair enough, this is a sedate but enjoyable title - if you're on your own you'd be better off going to the local snooker paradise and playing the real thing.



RATINGS



BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHALLENGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEXES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

LOW FAIR GOOD HIGH

LONG-TERM INTEREST

HOUR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEEK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MONTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

LOW FAIR GOOD HIGH

PRESENTATION

▲ More options than should be allowed.
▼ That's basically it.



GRAPHICS

▲ The close up views are quite nice looking.
▼ Overall though, it's completely bland front-end wise.



SOUND

▲ A selection of different tunes accessible through the Juke Box option.
▼ They're pretty crap.



PLAYABILITY

▲ Spot on ball logic and detailed aiming system.
▼ Not much variety it must be said.



LASTABILITY

▲ The two tournaments are pretty darn rock hard.
▼ You're not going to be that interested in one-player games after a pretty short while.



OVERALL

A great representation of the sport of pool, but not exactly majorly heart-stopping excitement wise.



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REVIEW

GAME BOY

After a string of distinctly average games across a multitude of formats Bart Simpson is back and this time he's bought his leguminous vegetable pal. It's a bit sad really, you see the succession of mediocre titles seems to have had an adverse effect on the poor lad. All his former mates have deserted him in favour of some new guys called Beavis and Butthead and no-one's buying his crap records anymore. So, sad and neglected, Bart starts hanging out with the new kid on the block - Keith T Beanstalk. Now Bart and Keith hit it off instantly, Bart having a zero IQ and Keith being, well, a real Beanstalk. But one, dark, day the Ministry for Badly Contrived Introductions come into town and whisk Keith away in order for Bart to have a purpose in this latest excuse for a Simpsons licence. Well, it's no more or less credible than the actual storyline for the game which involves something about Homer swapping his Bowling Trophy for some magic beans. Anyway, the upshot of whatever storyline you choose to believe is that Bart, armed only with his trusty catapult, climbs a giant beanstalk in search of his verdant pal/dad's bowling trophy and enters six levels of a magical kingdom where everything is ten times its normal size on his way to a showdown with a Homer-esque ogre who reigns in a suitably ominous castle. It's no simple matter to get to the castle though. Giant insects hinder his progress in early levels, whilst dodging arrows is the order of the day later on, and that's to say nothing of the problems he encounters when he finally meets the giant.



▲ Bart waited in vain for an interesting caption to come along. It was a very long wait indeed.



bart

and the beanstalk



▲ Hey I'll tell you what, this bit's hilarious. Homer, right, he spits this bean out, right and, and it's just dead funny. Itttt issss...



▲ It's one of those dreaded cow/sweets/weird guy in shorts moments...



▲ Bart and his insectoid pal sharing a few laffs over a couple of drinks.



CART SPEC

- BY: ACCLAIM
- RRP: \$59.95
- RELEASE: OUT NOW
- GAME TYPE: PLT
- CART SIZE: 1 MEG

It's about two years since the Simpsons ceased being fashionable, yet, with a steady frequency, we keep getting Simpsons games foisted upon us and the sad truth is that they've all been a bit disappointing, and, while this latest title tries to do something different with its large graphics, it follows in its predecessors footsteps. Have a look if you're a die-hard Simpsons fan but better platform action is plentiful. Try Speedy Gonzales, Kirby's Dream Land or even Escape from Camp Deadly.

RATINGS



PRESENTATION

▲ Great intro screens tell the (real) story of the game.

88

GRAPHICS

▲ Large graphics that move well enough.

85

SOUND

▼ Fair to middling. Nowt special.

75

PLAYABILITY

▲ Hey, it's not too easy and not too hard.

77

LASTABILITY

▲ Six longish levels will keep you going for a while.

75

OVERALL

Another mediocre Bart title that is raised slightly by better than average graphics. There are better platformers around.

76

NMS MAIL BAG

READER SYSTEM

There seems to be a increasing number of readers who are are using these pages as a dating service. In all fairness, seeing as 'try before you buy' policy is impractical, those readers seeking romance should send in a photo that NMS can print along with their letters.

Apart from that, if you've got something to say, or you'd just like to be insulted by the Lard Almighty, write to *Mailbag, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.*

DEAR FAT BOY,

I am writing this letter to you, to recommend to all N-heads out there to hook up their Super NES machines to a stereo system right away. The sound is absolutely brilliant on most games; the explosions are bigger, effects are better, and the music and speech are incredible.

My stereo is simply a 24k gold Super NES/Famicom AV cable hooked up to an amplifier and large speakers. Fat Christmas present, eh!

Also, where the hell is Trax SFX!?!?

Thanks,
Steve West,
Rostrevor, SA

He's right, it does make a difference. The 3D sections of Jurassic Park are frightening in surround sound!

Trax is now called Stunt Race FX and will be out in June.

DEAR FAT BOY,

Every issue in your totally cool mag, I read that people whine that the Super NES isn't violent enough. They panic when they hear that Mortal Kombat hasn't got the proper fatalities or has no blood.

Who cares!

The Super NES already has the most violent game on the market. A game so violent it leaves Mortal Kombat in the dust. What is it! Mario Paint - what else? With so many different shades of red, the cool air brush technique making blood is a snap. Have Mario tear out Sonic's head with the spine hanging out and then animate it for real fun. There are no limitations. Try it out yourself and see what I mean.

Jarad Wong,
Townsville, Qld.

Jarad, you are a prince among a nation of intellectual paupers. Send me a video of some of your art, OK?

DEAR FAT BOY,

I think your mag is the best ever!

Anyway, my friend told me that the companies who make Game Boy games aren't making them anymore! Is this true? I thought this sounded pretty stupid so I thought I'll check with the pros.

Please, please answer my question!!!!

Shane Gibb
Benalla, Vic.

Your friend has just won this issue's Gibbon Of The Month Award.

DEAR FAT BOY,

Whatever happened to the theory that once software piracy was eliminated, software prices would drop?

Obviously, it is a false hope dished out by software companies in the days when the Amiga and Commodore 64 was the law of the land. Back then, **(Here we go! - FAT BOY)** there were more cracking-computer-pirate-

teams than there were software companies. With this "hope" of prices dropping with the advent of cartridge-based consoles, customers went out and bought a Sega or Nintendo (Nintendo are better) hoping that prices will drop, but what has happened is prices have doubled where, once, a person could buy a good Amiga game for \$60, but now a good Super NES game can sell for up to \$200 (imported SFII TURBO CARTS).

I express my concern because this has caused extreme measures from the public, who find these prices intolerable and have found other ways to get games they could not normally afford. Namely, the "cartridge back-up systems" which can store up to 12 megs on a 1.6 meg formatted disk.

I won't go into any details, as it may give your readers ideas and I'm certain these systems are illegal. The message I am trying to put across is that if software prices dropped this may never have had happened. I know the companies justify themselves by saying more effort and money is put in a cart and it's development. But if every Tom, Dick and Harry had pirated games on their system the same fate as occurred to Atari, Amiga etc might befall the Super NES if the software companies don't pick up their act.

P.S: Great mag, I changed my loyalties from CVG to your mag three issues ago. It's dope. By the way, why are all you boys droolin' over Vanessa? She ain't nothin' spec. You should adopt the freebie for the best letter.

Jeffrey Galang,
Albion Park, NSW

Wibble wibble, waffle waffle. You sure can spin the sticky stuff! Anyone who paid \$200 for an imported version of SFII Turbo is quite possible the stupidest person in Australia. Now I'm not going to condone high prices but, do you remember the types of games that you used to get on the Atari? They were complete crap in comparison to the new generation arcade quality Super NES games.

Nevertheless, in an increasing competitive market, I'm hoping that Super NES software prices will begin to come down later in the year as the NES and Game Boy cart prices have.

DEAR FAT BOY,

I own all three different Nintendo Systems and seven games - by the way you've got the best mag under the sun! Anyway, could you put a poster of Mario kicking Sonic's stuck-up butt into outer space? What I'm trying to say is Sega sux!

I don't know about you, Fat Boy, but I think if someone makes a game called Sonic vs Mario, Mario would kick that little blue jackass to shreds. By the way, what's your fave style of game (platform, top view etc)?

I wish Nintendo would hurry up and make Super Mario World 2, don't you?

Reuben Field,
Byabarra, NSW

Yes, Ruben. Now, isn't it time for your nap?

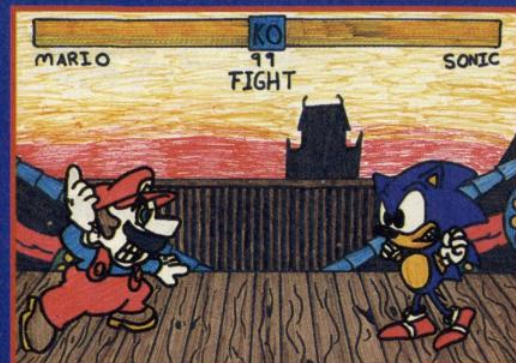
DEAR FAT BOY,

Are there any plans to make a Married With Children game?

For each level you could play a different character, eg. when you play as Peggy, you have to spend all of Al's money and hit the limit on his credit cards as quickly as possible. Bud would have to climb the drain pipe next door to perv on Marcie, while Al and Buck roam the streets looking for food in bins and scrounging for change to buy the latest copy of "Big 'uns".

Christina Applegate Fan,
Somewhere in front of a TV

Don't forget the hidden hooter bonus stage!



DEAR FAT BOY,

I recently retired from basketball and I want your job playing computer games and getting paid for it. I have my own transport (a car) with a great number plate "MR AIR". I must have a gallon of Gatorade a day because nothing beats Gatorade.

Shannon Wakefield
Stanhope, Vic.

Lawdy, Shannon, you had me going there for, ohhh... at least a day or two. Next time, don't sign your real name - idiot!

DEAR FAT BOY,

Look, I'm virtually broke, I've got a Super NES with one game that I've completed (King Arthur's World) and I've been like this for over six months! What do I do?

David Blunden
Adamstown Heights, NSW

Get a job, ya lousy bum!

DEAR FAT BOY,

Despite being too old to be called a kid, (much too old, unfortunately) I have been a Nintendo-holic since the early days.

Whilst having a wide selection of games, my personal preference lies with the RPG variety. Over the years I have accumulated, played and conquered all RPG releases and it goes without saying that the all-time Number One favourite was Zelda.

Until the advent of Super NES that is! Zelda has now, of course, been narrowly relegated to second place by Zelda 3.

Sadly enough I feel that all subsequent RPG releases have been quite disappointing (although Mystic Flight wasn't too bad).

Therefore you can imagine my elation upon hearing the joyous tidings of the forthcoming release of Zelda 4; followed shortly thereafter by a depression of Mt Everest proportions after hearing the bone-crushing, mind-sapping, brain-numbing utterly devastating news that it is to be available only Game Boy!!

Fair enough, this group of followers do deserve a chance to share and enjoy these wonderful games but to deprive the MAJORITY of us who prefer (or need!) a bigger screen, is totally beyond belief or comprehension.

I'm a shattered man - make that big kid - but I'm still shattered just the same.

Quote, PUL-EEZE, unquote, deliver the multitude of us original Zelda fans from the depths of our despair with the news that we too shall be able to join with Link as he "leaps from his resting place and thus embarks upon yet another colossal adventure in which he hopefully relieves Koholint of its sorrows and earns himself a safe journey home."

Brian Woodward
Wandin North, Vic.

Buy yourself a Game Boy, you old tightwad! You won't regret it!

DEAR FAT BOY,

I think you mag is fab! It's the best mag east of Sydney (Think about that).

Referring to Debbie and Danielle's letter in issue 10, so modest about their Super Mario Kart skills - how good are they? Have they seen the "Special Cup" in 100cc? My best time is 13"87 on Mario Circuit 1! Can you better it? Anybody?

Steven Edmunds
Thurgoona, NSW

Pathetic. Haven't you reached the 150cc cup yet?

DEAR FAT BOY,

As you can see from my two photos, I have got the highest score on record for Starwing, and I am very proud of it.

Game: Starwing

Date: 1.1.94

Score: 100%

Mathew Jones

Rockhampton, Qld.

Mathew, to get 100% in every stage is a feat beyond compare and NMS salutes you.



▲ This excellent piece of art were drawn by Aldrich Joseph Quai Hoi of Thurgoona, NSW.



DEAR FAT BOY,

I have just finished reading Adam Waycott's letter in issue 10. He sounds good! Could you please tell him I'm interested. I'm a 14 year old blonde who wants a boyfriend bad. I like Street Fighter II, and am good at it, so please tell him. Thanks.

Amy Gleeson
Kiama, NSW

Forget Adam, NMS' very own Street Fighter King, Andrew Iredale, is also desperately looking for a girlfriend. He's tall, slim, good with fish and drives a fast car. If you're interested, write to him c/- NMS. Honest!

DEAR FAT BOY,

Hello.

I'm from Sweden. Are you from Sweden too?

I was just wondering if Crash Dummies was coming out on Super NES and, if so, will it have lots of Volvos?

Cheese Man

Yes, Crash Dummies is out, but it is about as exciting as Sweden on early closing day. There are no Volvos. For my money, there have only been two good things to come out of Sweden, Agnetha and Frida from Abba. Cor!

DEAR FAT BOY,

I have a girlfriend at school and she loved me until she got a Super NES.

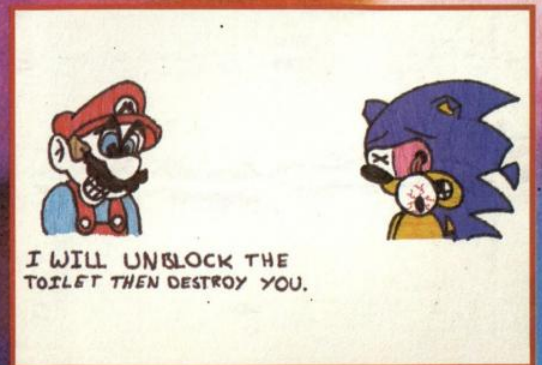
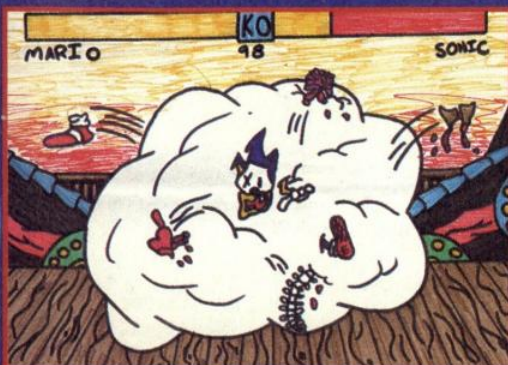
Can you please help me with some advice?

Kane Robazzini

Brisbane, Qld.

Buy a Super NES and discover for yourself how sweet true love can be.

▼ Brent Waller of Forest Hill, Qld, had NMS in stitches with this strip.



This month is April, which may explain why there are so many fools writing to me. The most frequently asked question has been "Will there be blood in the Super NES version of Mortal Kombat II?" Well, Acclaim haven't released any details, though it seems unlikely considering the bad press the Sega version of MK1 received - it was banned in Spain! You'll all just have to wait until September, when the 24meg cart is due to be released. Until then, keep sending non-Mortal Kombat questions to me, Skull, at Q&A, PO Box A305, Sydney South, NSW 2000. See ya in 30!

- Q** 1. Is it illegal to have a NTSC Super NES in Australia?
2. Would you be able to run an American or Japanese Super NES with the Australian power supply unit?
3. Are Nintendo planning to increase security in cartridges? Their recent attempts were a waste of time, I have the Pro Action Replay MkII and I have yet to find a game that I can't play.
4. When will Stunt Race FX be released?
5. Why are we (Australians) allowed to hire out Nintendo games, but in the UK, Nintendo does not allow it?
6. Why are American Super NES games supplied with a protective cover?

— Joe Galati
Wingham, NSW

- A** Skull: 1. No.
2. Yes.
3. There are a few games that the Pro Action Replay MkII can't handle. As for added security, Nintendo are not backwards in coming forwards in this area. You can be sure that more attempts to introduce a totally effective security chip will be made.
4. Stunt Race FX is scheduled for a June release.
5. Different laws, obviously.
6. To protect them, obviously! It's a shame that our games don't come with similar packaging, though.

- Q** What ever happened to Star Trek on the Super NES? I've been waiting for it for ages!

— Lost Tribbe,
Gamma Quadrant

A Skull: I've been waiting too! Finally, Spectrum Holobyte's game based on Star Trek: The Next Generation is on the way and it should be available in June. Also, there is a Star Trek: Deep Space Nine game coming to the Super NES, too! It should be arriving through the worm hole in November from Playmate.



- Q** How the hell do you get Action Replay Codes? I mean, is it something you plug into your Super NES? If so, could you please tell me where I could buy it and how much it might be? If so, I'll dump that lump of lard, Fat Boy, just for you!

— Cindy Crawford's twin sister,
Brisbane, Qld

A Skull: OK, there are probably quite a few of you out there having a good chuckle over this question. "Yo! This fool don't even know what an Action Replay is!" Well, there could be two reasons, but first I'll answer the question. An Action Replay is a device which sits between the Super NES and the cartridge. It reads the information contained in the game and creates loops in the program, thus allowing you to change parameters such as the number of lives, invincibility, starting level etc. The codes printed in our tips section are to be entered before the game starts, but you MUST have an Action Replay to do so. This may all come as news to those new to the video game world, as is no doubt the case for many of the readers who have written in. However, I suspect in the case of "Cindy Crawford's Sister" it is because you have an IQ lower than a Master System devotee. A lame baboon could probably beat you at Tetris. Please don't write back.

- Q** I recently bought a Game Boy and I noticed in the instruction booklet it says not to use Nickel Cadmium rechargeable batteries. Why is that so?

— Jonathan Spanoghe
Yorkine, WA

A Skull: There is a voltage difference between Ni-Cad rechargeable batteries and regular alkaline ones. Ni-Cads put out 1.2 volts for most of their life, while alkaline batteries at first put out 1.5 volts which drops off at the end of their life. Although it says not to use rechargeable batteries in your Game Boy, we have had no problems when we used them. Sanyo, who are a large manufacturer of rechargeable batteries, are currently investigating the effects and any problems that may arise. We'll let you know what they come up with.

- Q** 1. Can you have a Game Genie, a Pro Action Replay and a cart in a Super NES at the same time?
2. What do you personally think about the game Zombies Ate My Neighbours?
3. Why isn't this letter going to be printed?

— David Blunden,
Adamstown Heights, NSW

A Skull: 1. Don't do it man!
2. I like it, very much.
3. What do you mean? It has been!

- Q** 1. Will Super Street Fighter II: The New Challengers ever be released in Australia? If so, when?

2. What is the maximum amount of megs that can fit on a Super NES? Because until SFII Turbo, I thought it was only 16meg.
3. When will we be seeing FX Trax? P.S. Will send more money next time if you print my letter.

— Leo the Lion,
Melbourne, Vic

A Skull: Dear readers, you may be wondering how such a boring letter managed to slip into the Q&A pages. The answer is simple. Leo asked if I would publish his questions and, as an added incentive, he included \$1.00. Well, bribery works! (But in future, envelopes less than 2cm thick will be ignored.)



Q This is not fair. It's even enough to make Guile cry. I've been hearing all this talk about the SFII comics, but I can't seem to lay my hands on one. Can you pleaseeeeeease, please tell me where I can get a copy near by so I can live happily waiting between issues of NMS? The newsagents near me don't stock them and there isn't a comic store in my area.

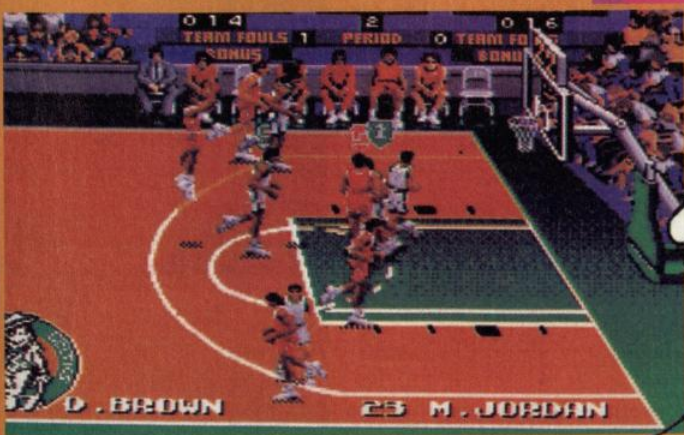
— Rana S.
Surfers Paradise, Qld

A Skull: Try Chinese newsagents in your local Chinatown area (if your town has one), or you could perhaps get a comic shop in a major city to send them to you by mail order. If you still have no luck, then fear not, for being the generous being that I am, a few copies that were lying around our office are headed your way.

Q 1. I recently hired Tecmo Super NBA Basketball and I noticed that Michael Jordan wasn't included. In your review, however, I saw a pic of Jordan in the Chicago team. How did you play as him?
2. Also in the Chicago Bulls is a mysterious guy named Guard Bulls. Who is this guy?

— Krusty,
Aspendale, Vic

A Skull: As you can see, there is indeed a basketballing type dude referred to on screen as M. Jordan. However, the cartridge we reviewed was an American NTSC version which was developed before the bald sport god quit to play baseball. The PAL version we have here in Australia was developed after MJ's switch and, due to licencing agreements with the NBA, his name and likeness was dropped from the game and replaced by the mysterious Guard Bulls, although the stats are the same.



Q I am looking for an instruction booklet to The Legend of Zelda and I haven't yet been able to find it. Can you help?

— Caroline Dance,
Kalgoorlie, WA

A Skull: I spoke to Nintendo and, unfortunately, they only print the same number as there are game cartridges. The only solution is to photocopy someone else's, or perhaps hire the game from a video shop.

Legend of Zelda and I haven't yet been able to find it. Can you help?

— Caroline Dance,
Kalgoorlie, WA

A Skull: I spoke to Nintendo and, unfortunately, they only print the same number as there are game cartridges. The only solution is to photocopy someone else's, or perhaps hire the game from a video shop.

Q 1. How do you do the golden fire balls with Ken and Ryu in SFII Turbo?

2. In SFII Turbo, my friend said that if you finish the game on level seven, all perfects, 10 star turbo and with the special moves turned off, you get Super SFII. Is this true?

3. Also in SFII Turbo, is it possible to do Guile's handcuffs.

— Michael Vandenberg,
Geelong, Vic

A Skull: 1. The golden fireballs are a random colour glitch carried over from the original arcade machine, but they act the same as normal fireballs.
2. Isn't it funny that there are so many readers that have baboons for friends?
3. No. This, like the golden fireballs, was a glitch in the original arcade game. However, it was removed from all subsequent versions.

Q I am looking for an instruction booklet to The Legend of Zelda and I haven't yet been able to find it. Can you help?

— Caroline Dance,
Kalgoorlie, WA

A Skull: I spoke to Nintendo and, unfortunately, they only print the same number as there are game cartridges. The only solution is to photocopy someone else's, or perhaps hire the game from a video shop.



Q 1. Do you have any more news on Ren & Stimpy games?
2. What about Itchy and Scratchy?

— Tom Engel,
Canberra, ACT

A Skull: 1. Yes, Playcorp are looking at releasing a second Ren & Stimpy game for the Super NES. It's called Buckeroos, and it is similar to the NES version we told you

about a few months back. On the Game Boy front, yes, there is a Ren & Stimpy game but it will probably not be released in Australia.

2. Still no news on Itchy & Scratchy, although Acclaim are working on Game Boy and Super NES versions. Bart and the Beanstalk is reviewed this issue and there is also a completely new Simpsons game for the Super NES, though all we know at this stage is that it's called Virtual Bart Simpson and it's 16 meg! Its release is currently set for August, and you can be sure to read more about it here soon.

Q 1. Is the Simpsons Illustrated still being published?

2. Is the X-Men game coming out on the Super NES? If so, when?

3. The newspaper said there's going to be a new Nintendo machine in '95. Any info on that?

4. What's Mario's surname?

— Ben,
Wagga Wagga, NSW

A Skull: 1. Sadly, no. Trielle Corporation, the publishers of this wonderful magazine, used to publish it, but Simpsons creator, Matt Groening, decided to stop the magazine and concentrate on his latest Simpsons exercise, Bongo comics. The first issue, Simpsons Comics and Stories, was published by Trielle late last year, and copies may still be available if you look, however, there are more on the way.

2. It's already out, but it's crap.
3. We told you about it last year. Where have you been! Nintendo's Project Reality 64-bit, 3D console will be in the arcades by the end of this year and available as a home console by late 1995. For details, read NMS October and November 1993 issues.

4. His name is Mario Mario. (Honest!)

TIPS TACTICS

This month's NHS is overflowing with the juiciest tips ever discovered by man! In fact, we've spilled onto extra pages to accommodate all the Super Bomberman tips that have been flooding in! As usual, though, we are running low on NES tips due to the lack of new games, so if you think you know a game back to front, share it with your fellow readers. We promise to reward you generously! Our address is PO Box A305, Sydney South, NSW 2000. Now get playing and start writing!

GAME BOY ▶▶▶

THIS MONTH'S TIP OF THE MONTH WINS A COPY OF ALIEN 3 FROM METRO GAMES!!! (NMS RATED 90%)

ADDAMS FAMILY

SECRET LEVEL: There is a secret room in the cellar that will take you to Morticia. Make your way to the last barrel on the right, then jump up and push up on the edge of the last barrel. From Adam Jones of Parafield Gardens in SA.

CRASH DUMMIES

LEVEL SELECT: Tim Weston from Orange, NSW, has this handy cheat. Push **Up, Down, Left, Right** before the title screen and a password screen should appear.

FORTRESS OF FEAR

SECRET ROOMS: Daniel Bush of Wanniansa, ACT, has these tips for this old Game Boy adventure.

1. At the beginning of the game, instead of going right, go left as far as you can and wait for a cloud to appear. When it does, jump on it and keep going until you come to some goodies.

2. In the room before the magical Giant Bat, get on the platform and when it's as high as it goes, jump into the top left corner. You should disappear and if you keep walking to the left, you will come to a secret room full of goodies. Instead of returning the way you came, go to the left corner and you'll be able to get to another room full of goodies!

3. On the Armoury level, in the room after the skull door, go left and you should see a dragon. With a bit of skill you can jump on it and then you'll see some platforms which will lead you to more goodies.

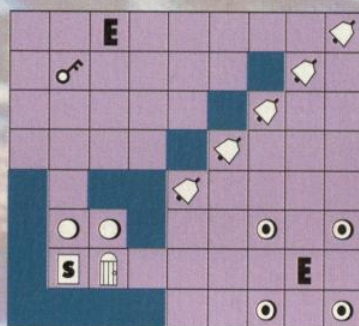
KIRBY'S DREAMLAND

EXTRA GAME: To play an extra game, wait until the title screen comes up, then simultaneously press Up, Select and A. The new game is more difficult. So says Peter Lenthall of Seaford, Victoria.

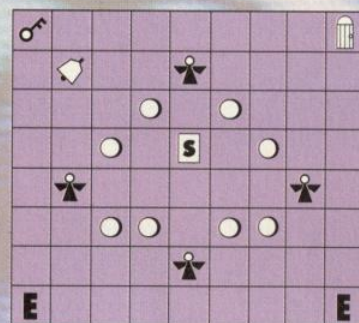
Tip of the Month

SOLOMON'S CLUB

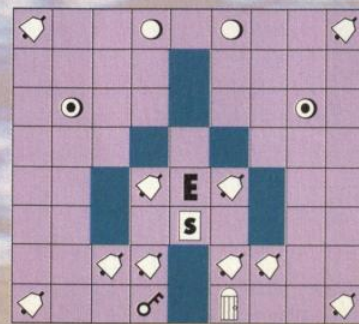
Level 1-R7-Hidden Room



Level 2-R7-Hidden Room



Level 3-R7-Hidden Room



Adam Buckley of Welby, NSW, sent in a whole lot of tips for this neat little game, and here they are. Adam, the lucky sod, wins Tip of the Month for Game Boy!

PASSWORDS:

Level 2: **2Z888J**

Level 3: **VZZ88J**

Level 4: **GZZZ8J**

Level 5: **OZZZZJ**

Solomon's level: **RZZZZD**

SHOP LOCATIONS:

Level 1: Rooms 4 and 8.

Level 2: Rooms 2, 6 and 10.

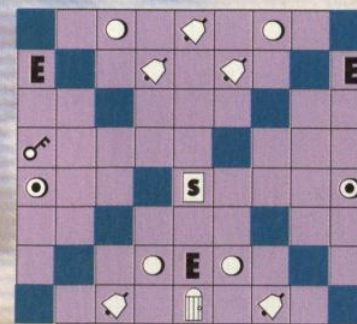
Level 3: Rooms 4 and 8.

Level 4: Rooms 2, 6 and 10.

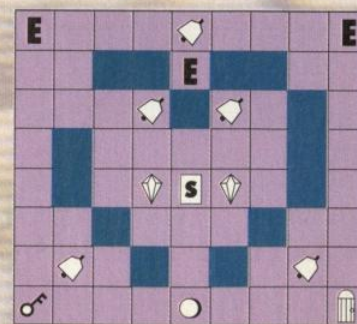
Level 5: Rooms 4 and 8.

- E** - Extra life
- Bell
- S** - Magic seal
- Jewels
- Gold coin
- Fairy
- Door
- Key
- Silver coin

Level 4-R7-Hidden Room



Level 5-R7-Hidden Room



NES



THIS MONTH'S TIP OF THE MONTH WINS A COPY OF ALIEN 3 FROM METRO GAMES!!! (NMS RATED 88%)

MISSION IMPOSSIBLE

PASSWORDS: Martin Hamilton, of Rooty Hill, NSW, has passwords to this game. Quick! They'll self-destruct in five seconds! (Oooh, that was funny, — NOT!)

Area 1: **LRHN**
 Area 2: **HMPR**
 Area 3: **KMVW**
 Area 4: **XDGJ**
 Area 5: **TVJL**
 Area 6: **QBYZ**

MIKE TYSON'S PUNCH OUT

PASSWORDS: Ryan Clape of Rathmines, NSW, wrote to us pointing out that the last set of codes for this game didn't work. He sent in these, which he promises will work. If they don't, I'm going to keeell someone!!!
 Piston Honda: **667 833 7533**
 Don Flamenco: **005 737 5423**
 Piston Honda (2nd fight): **032 730 8442**
 Super Macho Man: **637 397 3074**
 Mike Tyson: **007 373 5965**



SKATE OR DIE TOUR DE THRASH

PASSWORDS: That's what Neil Paterson sent to us from his home in Tuggerawong, NSW.

Los Angeles: **BBBB**
 Las Vegas: **GNBF**
 Chernobyl: **MTGP**
 Hanoi: **PVFS**
 Bagdad: **FUCH**
 Panama City: **BXHN**
 Easter Island: **GFTQ**
 Atlantis: **JZWC**

JACKIE CHAN'S ACTION KUNG FU

LEVEL SELECT: For a level select, lose all your lives and when the screen showing five

continues comes up, press **Up, Up, Down, Down, Up, Down, B, A** and **Start** on controller one, and **B** on controller two. You can also change the amount of continues by pressing **B** after the cheat.

ELITE

CHEAT: OK dudes, listen up. This is a slightly complicated cheat, so straighten out and pay attention. Joshua Kelvin from Modbury North, SA, came up with this one,



and here are his instructions.

1. Fast forward through the practice level and go to the files.
2. Move the name **Jameson** over to the second column and up one so the name Jameson is now **BBBBBBB**.
3. Now move the name **BBBBBBB** left and then down so it is in between the two names Jameson. Now rub them out by going over them.
4. Finally, move the name **BBBBBBB** to the top right hand corner. Exit and you will have the maximum amount of everything, except weapons.

Tip of the Month

POWER BLADE

TIPS: Philip McCourt of Dee Why in NSW gave us all the information about the six sectors of this NES game. Included are your contacts and tips on defeating the guardians. Howzat? Howzabout NES Tip of the Month? You like very much? Good.

SECTOR 1

Location: Rocket centre.
 Contact: John Gordon.
 Sector Guardian: Silver Knight.
 Procedure: Avoid the Knight's fire, run under Knight when thrusting, pelt with boomerangs.

SECTOR 2

Location: Power plant.
 Contact: Robert Williams.

Sector Guardian: Dragon Wheel.
 Procedure: When Dragon transforms, run to the other side of the room, avoid his fire and counter-attack.

SECTOR 3

Location: Biological Research Centre.
 Contact: David Straker.

Sector Guardian: The Hive.
 Procedure: Stand under Producer and destroy bees as they exit. Toss boomerangs into open section to stop bees coming out.

SECTOR 4

Location: Construction site.
 Contact: Lynda Baker.
 Sector Guardian: Lightning Knight.
 Procedure: Find a safe spot and attack Knight as it moves across screen.

SECTOR 5

Location: Shipyard.
 Contact: Martin Douglas.
 Sector Guardian: Magician.
 Procedure: Be quick, avoid fireball attack. He is only vulnerable when he is firing his magic.

SECTOR 6

Location: The City.
 Contact: Daniel Leeds.
 Sector Guardian: Skelebot.
 Procedure: Use block to gain height and throw boomerangs at his shoulders.

SUPER NES



THIS MONTH'S TIP OF THE MONTH WINS A COPY OF LETHAL WEAPON FROM METRO GAMES!!!(NMS RATED 81%)

SUPER MARIO ALL-STARS

THE LOST LEVELS

WARP: Upon starting level 5.1, make your way to a staircase after which you have to jump off two flying Koopas over the gap. When you come to a pile of blocks, hit the furthest one on the right hand side of the top layer and jump off the next flying Koopa to get onto the vine. Keep running right and you will find a warp to world six. This tip was sent in by the sincere Cindy McCallum, of Kalamunda, WA.

POCKY AND ROCKY

TIPS: Here's the locations to the mystic men in this jolly blaster, although David Beswick, who sent them in, failed to uncover the location of the mystic man in the sixth level. David said he looked everywhere and couldn't find him, but if you think you know where he is, let us know and we'll tell everyone how brilliant you are.

Level 1 - When it starts to rain, look for a frog in the pond and shoot it. Also, after defeating the nut boss, flick the floating basket for a 1-Up!

Level 2 - Keep shooting the King Kappa on the raft to reveal the mystic man.

Level 3 - Keep walking through the level until you come to the first three gates. Pass those and you will see lots of tombstones and two statues. Shoot the tombstone to the far right of the statues.

Level 4 - Once past the two bridges, follow the path left and shoot the eagle in the tree.

Level 5 - After the rolling spiked balls, walk left until you see a fireplace. Shoot the fireplace.

FINAL FIGHT 2

CHEAT: So you both want to be Haggar, eh? Now, thanks to this cheat sent in by Daniel Clements of Schofields, NSW, you can both play as your favourite final fighter. On the title screen press

Up, Up, Down, Down, Left, Right, Left, Right, then simultaneously press **L** and **R**. If successful, the screen will turn blue.

JAMES BOND JUNIOR

PASSWORDS: We've received a few letters asking for help in this game, and help is on the way in the form of these passwords, sent in by Rupert Ferman of Woollahra, NSW.

Level 2: **0007**

Level 3: **3675**

Level 4: **9025**

Level 5: **1813**

Level 6: **3353**

JOHN MADDEN FOOTBALL '93

SNEAKY TIP: Ahoy tharl! Now this is the sort of cheat we like. Start a two player game as team mates and select either Atlanta or the Madden Greats. Before you kick off, call an audible and get all your players on the right hand side of the screen. Then do a minuscule kick and have player two start to run forward just before your boot meets leather, so that player two can scoop up the loose ball. This sneaky tactic gives your team possession of the ball, and was sent in by Paul Mackay from Cootamundra, NSW. Nice place, I once went there on a school excursion, many years ago.

THE LOST VIKINGS

LEVEL SELECT: Millions of readers have sent in pages of passwords for this rather smart game, but with this cheat from Leo Semau over in Wellington, New Zealand, passwords are a thing of the past! Simply hold down **X, Y, B** and **A** on the title screen.

FATAL FURY

PLAY OTHER CHARACTERS: If you are in the unfortunate position of actually owning this sad mockery of Street Fighter II, this cheat will probably interest you. Go to the Street Fight mode and press **Down** on control pad two. Apparently, this lets you select your fighter from the whole dodgy cast, but we couldn't test it because we have long since disposed of our copy of this shambles of a game.

CHOPLIFTER III

PASSWORDS: Below are passwords. Use them at your own risk.

Level 2: **CDGGBVN**

Level 3: **WHTDFFN**

Level 4: **SHNLNTS**

Tip of the Month

ROCK 'N' ROLL RACING

CHEATS: Here's a couple of juicy cheats for this noisy game, sent in by Edwin Piddington of Leura, NSW. The first cheat lets you select a new driver - Olaf from The Lost Vikings, no less! This wandering Nordic goat herder can be found by holding down the **L, R** and **Select** buttons while you scroll through the other drivers. Eventually his cheery face will appear. The second cheat allows you to race on the forbidden Inferno planet, previously accessible only after completing all the other races. Buy your car and go to change planet. Just like the above cheat, hold down the **L, R** and **Select** buttons whilst going through the various planets, and it will come up.



ACTION REPLAY CODES

GAME BOY ACTION REPLAY CODES

THE EMPIRE STRIKES BACK

Below are just some of the many codes that we received from Mark Burns of Leeton, NSW.

- 0020 93DA** - Unlimited energy for Luke.
- 0020 94DA** - Unlimited energy for tauntaun.
- 0020 95DA** - Unlimited Force power.
- 0001 96DA** - Activate high jump.
- 0001 97DA** - Activate levitation.
- 0001 98DA** - Enhanced sabre power.
- 0001 99DA** - Activate graphic eye.
- 0001 9ADA** - Run faster.

ADDAMS FAMILY

These few codes were provided by Raymond Mancy of Hattonvale, Queensland.

- 081F 68C0** - Unlimited energy.
- 013F FAC1** - Unlimited weapon.

ALIEN 3

Also from Raymond is this code.

- 0103 49C3** - Infinite lives.

NES ACTION REPLAY CODES

Peter Hajje of Dee Why, NSW, was the only reader to send in any NES Action Replay codes that were worth printing in this month's NHS pages. He also included a graphic representation (that means a drawing, dummies) of what might happen to Sonic if he found himself in a Mario game by mistake. Not a pretty sight, so we've censored it in the name of good taste. (Yes, some of us here at NMS actually do have some!)

CHIP 'N' DALE RESCUE RANGERS

- 0002 1018** - Invulnerable to enemy attack.
- 0005 B682** - Infinite lives.

FLINTSTONES

- 0003 0803** - Unlimited energy for Fred.
- 0003 0502** - Unlimited lives for Fred.
- 0003 0BFF** - Unlimited coins for Fred.

TERMINATOR 2

- 0007 1C38** - Unlimited energy.
- 0007 1D04** - Unlimited lives.

TEENAGE MUTANT NINJA TURTLES

- 0000 77C8** - Infinite energy for Leonardo.
- 0000 A809** - First weapon Leo picks up is unlimited.
- 0000 7980** - Infinite energy for Michaelangelo.
- 0000 AA09** - First weapon Mike picks up is unlimited.
- 0000 7880** - Infinite energy for Raphael.
- 0000 A909** - First weapon Raph picks up is unlimited.
- 0000 7A80** - Infinite energy for Donatello.
- 0000 AB09** - First weapon Don picks up is unlimited.

SUPER NES ACTION REPLAY CODES

Norman Kerr of Frankston North in Victoria has come up with codes for the top three golf games on the Super NES. Take it away, Norman.

PGA TOUR GOLF

- 7E04 C401** - Hole in one every shot.
- 7E02 FA02** - Choose all 16 clubs.

PEBBLE BEACH

- 7E1D 4C1F** - Full power shots (disable when on the green).
- 7E1D 5CXX** - Wind speed (replace XX with 00 to FF for 0mph to 571 mph).
- 7E1E 4C1F** - Slow motion.
- PEBBLE BEACH - US CART**
- 7E1D 251F** - Full power shots (as above).
- 7E1D 35XX** - Wind speed (as above).
- 7E1E 251F** - Slow motion.

MAJOR TITLE/IREM SKINS - US CART

- 7EBC EEXX** - Wind speed (replace XX with 00 to FF for 0mph to 255mph).
- 7E81 6801** - Hole in one every shot.

SUPER GHOULS AND GHOSTS

Chris Hannam, of Tannum Sands in Qld, offers these codes for your favourite weapon in Capcom's graphically stunning game of the undead.

- 7E14 D301** - Flaming lance.
- 7E14 D304** - Crossbow.
- 7E14 D305** - Magic Crossbow.
- 7E14 D302** - Dagger.
- 7E14 D303** - Magic dagger.
- 7E14 D306** - Scythe.
- 7E14 D309** - Magic scythe.
- 7E14 D308** - Flame.
- 7E14 D30A** - Axe.

- 7E14 D30B** - Battle axe.
- 7E14 D30C** - Tri-star.
- 7E14 D30D** - Shiruken.
- 7E14 D30E** - Magic bracelet.

ACTION REPLAY CODE COLLECTION OF THE MONTH!

THIS MONTH'S CODE OF THE MONTH WINS A COPY OF IMAGINEER'S WORLD CLASS RUGBY, COURTESY OF MATELIII

SHADOWRUN

These codes will increase to the maximum level the said characteristic. They were sent in by Scott Snelling of Greenbank, Queensland, who wins this month's prize for all the effort he put into creating these codes. Good work!

- 7E3B FB14** - Body.
- 7E33 DEC8** - Infinite energy with 200 stamina.
- 7E1F 5E64** - Infinite energy for runner.
- 7E3B FD06** - Strength.
- 7E3B FF06** - Charisma.
- 7E3B FC14** - Magic.
- 7E3C 96C8** - Infinite spell points at 200.
- 7E3C OEFF** - 65,000 Nuyen.
- 7E1E B106** - Infinite grenades.

SKILLS

- 7E3C 0506** - Leadership.
- 7E3C 0406** - Computer.
- 7E3C 0110** - Firearms.
- 7E3C 0606** - Negotiation.
- 7E3C 0306** - Armed combat.
- 7E3C 0206** - Unarmed combat.

SPELLS

- 7E3C 0C06** - Freeze.
- 7E3C 0B06** - Summon Spirit.
- 7E3C 0A06** - Armour.
- 7E3C 0906** - Invisibility.
- 7E3C 0806** - Heal.
- 7E3C 0706** - Powerball.



When we first laid our eager mits on a copy of Super Bomberman and a Super Multitap, we went mad. Quite simply and utterly mad. The sheer pace of a four-player battle mode game had us in such rapture that the only thing heard in the NMS office for weeks were the exhilarating cries of "Get him! GET HIM!!" or "Oh, \$@%!!!"

Fortunately, we have learnt to limit our bomb-blasting activities and we are now able to present a complete guide to this brilliant game. Prepare to be bombed into oblivion!

NMS reviewed Super Bomberman in our November '93 issue (NMS #8) and we rated it at 93%.



SUPER BOMBERMAN™

Special thanks go out to Paul Vallejo, Nathan Hughes, Raamon Vaccaro and every one else who sent in Bomberman tips and passwords.

LEVEL PASSWORDS

Here are all the passwords for the normal mode game.

1-1 5555	2-1 6052	3-1 3452	4-1 6154	5-1 4253	6-1 0652
1-2 0505	2-2 5003	3-2 0403	4-2 5102	5-2 0202	6-2 5604
1-3 3542	2-3 0043	3-3 2445	4-3 7144	5-3 4242	6-3 1642
1-4 7512	2-4 5012	3-4 1413	4-4 5114	5-4 0214	6-4 3613
1-5 4523	2-5 1023	3-5 4422	4-5 7125	5-5 5225	6-5 0625
1-6 1563	2-6 5064	3-6 1462	4-6 5165	5-6 0265	6-6 2664
1-7 4532	2-7 1032	3-7 4434	4-7 0135	5-7 2234	6-7 0633
1-8 7575	2-8 2072	3-8 7473	4-8 2174	5-8 7272	6-8 2675

DEFEATING THE GUARDIANS

There are six evil bosses waiting to kill, crush and destroy your Bomberman, and these are the best tactics to use against the scum!



Level 1-8

The Rock Smasher

This boss can be defeated by using the Kamikaze technique outlined above, or failing that, get behind him and lay bombs in his path. You need to hit him about 10 times to put a stop to his ground-pounding tomfoolery.

Level 2-8

The Clown Face

No jolly circus antics here, this guy means business! You can damage him substantially early on with the Kamikaze technique, but then you'll have to use your wits. Plant bombs next to him, and get to the edge of the screen. When an exploding bomb hits him, he will shoot stars at you, so beware.

BURNING KAMIKAZE DEATH MISSION!

We told you about this tip a few months back, but it's so useful we want to tell you again! At the start of a normal mode game, drop a bomb and stand next to it, pressing the **A** button as fast as you can. When the first bomb explodes, you will immediately drop another one which will instantly explode and so forth. Your Bomberman won't be killed, because at the start of the game you are flashing and invincible for about 15 seconds. In this time you can run around the mazes leaving a trail of destruction in your wake, but be sure to stop dropping bombs before your invincibility runs out! In this way you can destroy a lot of enemies and soft blocks in a short period of time, thus making it easier to finish the level. This tactic can also be used on some of the bosses, too.



Level 3-8

Grappling Robot

The safest way here is to walk up and drop a bomb in front of the rails. Don't bother with attacking the things he launches, if you destroy one, more will be launched.



Level 4-8

Boxing Robot

Bombs don't hurt this shiny dude, the only way to beat him is to knock him into the electric fence with a strategically placed bomb. Collect the power-ups he drops to make your job easier.



Level 5-8

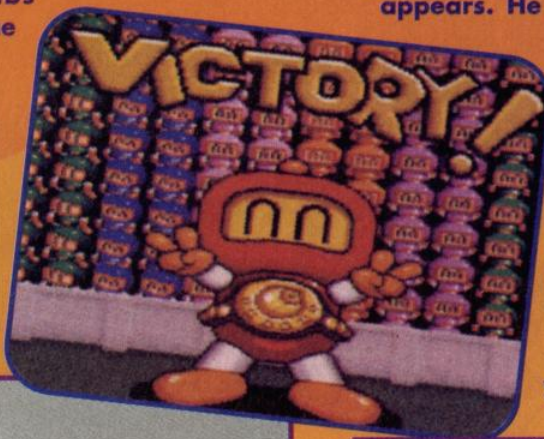
Evil Bomberman

After battling the other BomberMen, the Supreme Evil Bomberman appears. It only takes about five hits to dispose of him, but he's smarter than the others. Try to corner him with his bombs and yours, but if you fail, try the Kamikaze technique.

Level 6-8

Robot Spider

The final boss has a two stage attack pattern. It first appears as a bomb-lobbing spider and you can only damage it by hitting its eye when it lowers its shield. After six hits it disintegrates and the evil Dr. Diamond appears. He throws skulls all over the screen, and the only way to defeat him is to punch bombs onto his craft. If you don't have the ability to punch bombs, just try to survive until he throws a punching icon at you. After several successful hits, you've won the game!



ACTION REPLAY BOMBERCODES!

Here's the most comprehensive list of Action Replay codes for Bomberman you'll find outside Datell! They were sent in by Paul Vallejo, of Castle Hill in NSW.

7EOD 7D05 - Unlimited lives, player one.

7EOD BD05 - Unlimited lives, player two.

7EOD 7701 - Invincibility, player one.

7EOD B701 - Invincibility, player two.

7EOD 7343 - Player one starts with red bomb, remote and full explosion.

7EOD B343 - Player two starts with red bomb, remote and full explosion.

7EOD 7931 - Player one can walk through bombs.

7EOD B931 - Player two can walk through bombs.

7EOD 7941 - Player one walks through walls and kicks bombs.

7EOD B941 - Player two walks through walls and kicks bombs.

7EOD 7961 - Player one walks through walls and bombs.

7EOD B961 - Player two walks through walls and bombs.

7EOD 79C1 - Player one can walk through walls.

7EOD B9C1 -

Player two can walk through walls.

7EOD 79E1 - Player one can walk through bombs, walls and turns invincible when hit.

7EOD B9E1 - Player two can walk through bombs, walls and turns invincible when hit.

7EOD 770C - Enemies pass straight through player one.

7EOD B70C - Enemies pass straight through player two.

7EOD 7903 - Player one starts with punches and kicks.

7EOD B903 - Player two starts with punches and kicks.

7EOD 700F - Player one can drop 16 bombs.

7EOD B00F - Player two can drop 16 bombs.

7EOD 7801 - Player one starts with red bombs.

7EOD B801 - Player two starts with red bombs.

7EOD 7901 - Player one starts with kick.

7EOD B901 - Player two starts with kick.

7EOD 7301 - Player one starts with remote.

7EOD B301 - Player two starts with remote.

7EOD 7841 - Player one starts with red bombs and maximum explosion.

7EOD B841 - Player two starts with red bombs and maximum explosion.

7EOD 7341 - Player one starts with remote and maximum explosion.

7EOD B341 - Player two starts with remote and maximum explosion.

SUPER MARIO BROS.

Who's the greatest video game star of them all? It's Mario, of course! This was his first scrolling adventure on the NES and even today it provides a tough challenge.

▶ Having trouble getting through to world eight? Try one of these tasty warps!

WARP ZONES

There is a warp leading to each world in Super Mario Bros. By choosing the right path, Mario's journey can be shortened immensely.

▶ This nasty little git does his best to impede your progress, lobbing hammer after hammer at you. He's no match for the mighty Mario!

WARP ZONE ONE

The first warp zone is accessed through World 1-2. When you come to the last lift in the underground section, stay on it as it rises, then jump off when you can make it onto the roof. Run along the roof and you'll find a room with three pipes. Welcome to the Warp Zone! From here you can choose to be taken to either World Two, Three or Four.

▶ Your chance for victory comes when Bowser does his stomping up and down act. Run under the lard-butt and hit the drawbridge eraser button. Bowser plummets to his doom, then Mario turns evil and rules Mario Land with an iron fist, crushing all in his way!

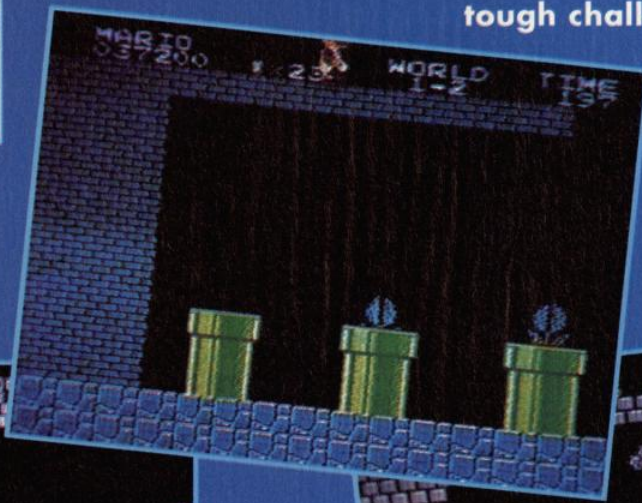
WARP ZONE THREE

This warp is also found in World 4-2 and it can be found in the same manner as Warp Zone One. It only takes you to World Five.

WARP ZONE TWO

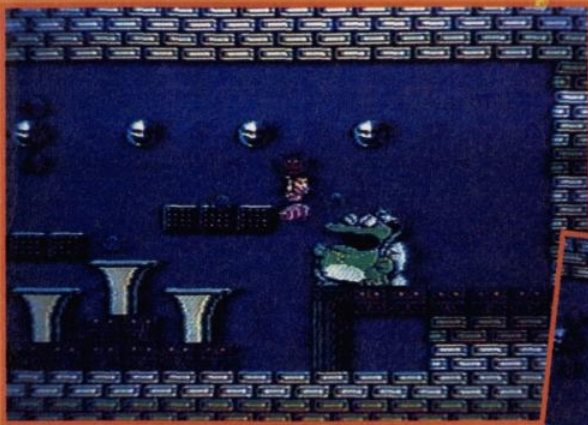
The second Warp Zone is found in World 4-2 and requires a some care to get into. You will come across a group of ? blocks, a lift and a platform three blocks wide to the right of the lift. Position Mario directly below the third block on the right of this platform and jump. A solid block will be revealed. Another hidden block is diagonally to the left and above the first block, knock it too. Get Mario on this block and jump to hit the left hand block of the platform, this will reveal a vine. There is also a hidden block directly below the vine and another to the left. Use these to get up to the vine and climb up it. Run right and the Warp Zone will offer you the choice of Worlds Six, Seven and Eight.

▶ No he doesn't! He rescues the Princess and they all live happily ever after, or until Super Mario Bros 2...



SUPER MARIO BROS. 2

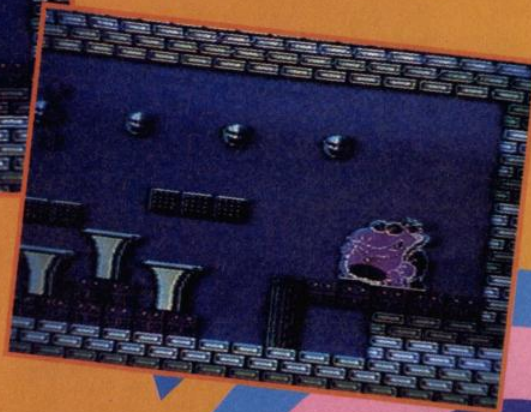
Originally, this game was to be titled "Doki Doki Panic", but Nintendo decided to replace the characters with Mario and his pals. And thus Super Mario Bros. 2 was born.



▲ Princess vs Wart. Catch the veggies that pop out of the spouts and lob them at Wart when his gob is open, while avoiding his burp bubbles.

WARP 1-3

The first warp is pretty easy to find. Get the potion that is near the small log bridge and take it to the vase on the far right. Use it and, when in negative land, climb into the vase and be taken to World Four.



◀ Keep it up, Princess! Successful hits result in Wart losing the plot and play havoc with his pigments!

WARP 3-1

At the second waterfall, drop down and you will find a secret cave filled with veggies. The tenth veggie along is a potion, take it to the vase on the right, use it and enter the vase to be taken to World Five.

▼ Oooh, you've made him mad now! Mind you, he won't be able to retaliate, for it's off to the pit-of-dead-Warts for him!



▲ Time to escape! Pull out the cork in the final jar and a swarm of Wart's former minions come out.



▲ Then it's off to the victory celebration and feast. Hooray for Mario! Hooray for Princess! (For she did all the work in this game!) Hooray for everything!

WARP 4-2

After going through the door, head left until you find a potion in the ground. Carry it to the right, along the backs of the whales, until you come across a vase. Entering this vase while in negative land warps you to World Six



▲ It was all a dream! A figment of Mario's deranged imagination. Sheesh, what an ending!

WARP 6-3

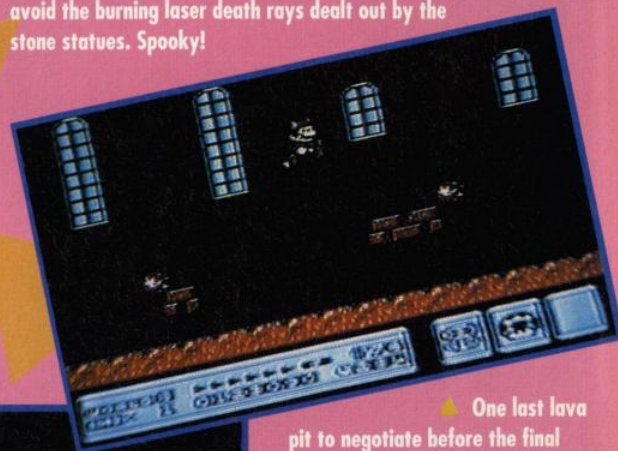
There is a very clever shortcut in this level. When you come up the ladder, go left into the quicksand by the wall. Let yourself sink low enough so you can get under the wall, but keep pushing left and pressing jump continuously to stop yourself sinking. When you get out, go into the door and you will be taken near to the end of the level!

SUPER MARIO BROS. 3

Regarded by many as the best game on the NES, SMB3 simply oozes playability and even rivals Super Mario World as the greatest platform game of all time!



▲ The beginning of the last level sees Mario trying to avoid the burning laser death rays dealt out by the stone statues. Spooky!



▲ One last lava pit to negotiate before the final showdown. For your convenience, please keep to the left on escalators and avoid the fireballs on shopping level three.



▲ "OK Bowser, do your worst!"

THE WARP WHISTLES

The mystic Whistles of Warping are hidden throughout the game. Collect all three and you'll be able to go anywhere you want!

Use a Warp Whistle on the map screen and you'll be whisked off to World 9, the Warp Zone. The area of the Warp Zone that you end up in depends on which world you used the Whistle in. To get straight to World Eight, use a second whistle while in the Warp Zone.

FIRST WHISTLE

As you reach the end of level 1-3, look out for a group of five platforms sitting in mid-air. Get onto the middle one and crouch down until you fall through. Now simply finish the level and enter the Mushroom House where Toad will give you the first whistle.



▲ "Why you little... Come 'ere runt! Prepare to taste my fury!"



THIRD WHISTLE

The third and final whistle is in World Two. To get it, you have to defeat the Hammer Brothers and get the hammer. Make your way to the top right hand corner and destroy the boulder blocking your path, then fight another pair of Hammer Brothers to liberate the whistle.

SECOND WHISTLE

The second warp whistle is in World One at the Boom Boom house, but you're going to need the Raccoon suit to get to it. At the end of the level you come across a Dry Bones Koopa; stomp it, but don't go out the door. Instead, fly up and to the right and, when you can't go up any further, press up and voila - you're in the whistle room.



▲ The endings are different depending on what Mario is dressed in when he kicks Bowser's butt.



▲ "You're very stupid, aren't you..." said Mario as he tricked Bowser into smashing a hole in the floor, through which the big ugly green dude would soon fall.



Without a doubt, Ocean's biggest and best Super NES game to date has been Jurassic Park. We like it so much, in fact, that it gets a NMS rating of 91%. Far superior to Sega's shabby platform-based effort, the Super NES version makes an attempt to follow the story line of the book and film, while introducing new gameplay elements to the Super NES. And it's big. With no passwords or battery back-up, getting off the island is a major task.

NMS tip-meisters Aaron Rudgley and Damon Tuck went on an expedition to Jurassic Park and, after being pursued by flocks of 'raptors and the odd hungry T-Rex, returned, barely alive, with these tips for other adventurers trapped in Jurassic Park.

Jurassic Park

DINO DEATH-DEALING DEVICES

Dr Grant carries his trusty 10,000 volt cattle prod everywhere he goes, but there are several more powerful weapons left lying around the park. There are only two weapons worth carrying, though; the missile launcher and

the bolas. Use missiles on any 'raptors or dilophosaurus that give you aggro in the park, but save the bolas for multiple enemies in the 3D sections. A well-aimed shot with the bolas can take out two or three dinos

before you get close enough to wake them up.

You will, however, need the nerve gas bomb found in the north utility shed to destroy the 'raptor nests, and the tranquillizer darts come in handy when you face the tyrannosaurus.



NO WAY OUT!

OK, so you just entered Jurassic Park, you don't know where to go, there are large hungry dinos lurking in the greenery and you can't find your mummy. Cheer up, things could be worse. (Well, they do get worse later on in the game, but don't worry about that yet.)

Your main priority is to re-boot the park computer and to do this, you need to get the power back on. The generator is located in the Nublar utility shed, directly below your starting point. With the power on, you can now use the lifts in all the buildings.

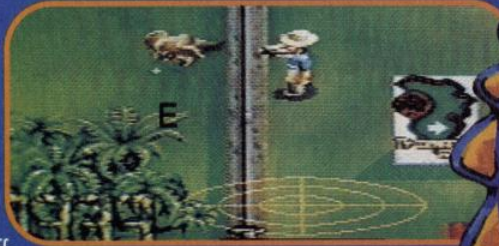
You then have to go to the beach utility shed in the south-west corner of the park, to find Denis Nedry's access card. With this in your possession, head for the visitor centre and get onto the roof, where John Hammond has left his access card. (Senile old fool!) Now, go down to the first floor and find the computer terminal from which you can re-boot the system.

DON'T TALK TO THESE ANIMALS!

There are seven species of dinosaurs that call Jurassic Park home and they are all more than willing to maim or eat Dr Grant.

COMPSOGNATHUS

These little dudes weren't in the film but they were in Michael Crichton's novel. They scamper around, generally making a nuisance of themselves, but you only have to let off a zap or two from the cattle prod to send them running for cover.



PACHYCEPHALOSAURUS

The Pachy-thingies reside deep in the forests and generally mind their own business. If you get too close to them, they'll turn and charge you, so shoot them, anyway.



GALLIMIMUS

Despite what Tim says, these high-speed dinos stampede whether or not you shoot at them. They won't actually attack you, so just wait for them to move along before crossing their path.

VELOCIRAPTOR

More dangerous than the Tyrannosaurus, if only because there are so many of them. The 'raptors are usually found in groups of two or three and attack on sight. You can't out run them and only the most powerful weapons will put them to sleep permanently.

DILOPHOSAUR

Four-foot frilled-neck lizards with an attitude. They don't actively pursue you, but if you get close, they hop around and spit great green gobs of greasy, grimy goo at you.

TRICERATOPS

The Triceratops are four-legged freight trains that don't stop for anything, especially not for some palaeontologist babbling on about blood samples, or whatever!

TYRANNOSAURUS REX

The most well-known dino of all time (probably), simply because they look so damn mean. And, at more than three times the height of a very tall man and with lots of very big, sharp teeth, it's no wonder. There isn't much you can do to stop them, though tranquillizer darts will slow them down. If you hear their footsteps (and believe us, you will!) run as fast as you can.

PREHISTORIC DRAGONFLY

These nasty bugs seem to appear out of nowhere and won't leave you alone until they're dead. Cattle prods are a particularly satisfying way of destroying them!



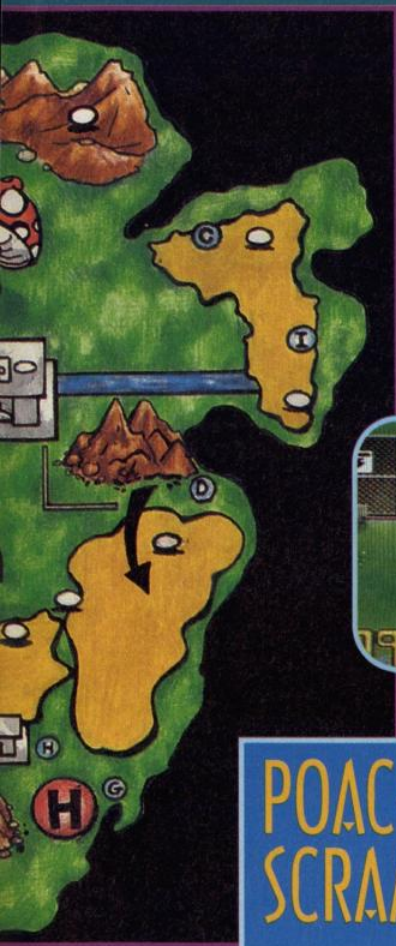
- A: Park Gate
- B: Visitor's Centre
- C: Raptor Pen (north entrance)
- D: Supply Port (east)
- E: North Utility Shed
- F: Beach Utility Shed
- G: Helipad
- H: Nublar Utility Shed
- I: Raptor Pen (east entrance)



BRIDGES & GATES

Jurassic Park, being a "zoo" of sorts, obviously has many fences separating the inmates from each other, as well as from the visitors. The gates to the dino pens are electrified and they are of the self-closing variety, so getting through them requires some quick footwork. Stand next to the gate mechanism and unleash the fury of your cattle prod upon them, then dash through before you get squished and fried.

Jurassic Park is divided in parts by canals and streams and, as we all know, people can't walk on water, especially portly people such as Dr Grant. The canal down by the Nublar utility shed can be crossed in a single bound, just make sure you time it right. The wider bodies of water, however, can only be crossed by using the drawbridges. To make the drawbridges extend across the water, zap their mechanism as you did with the gates. If the mechanism is out of reach across the water, shoot it with a projectile.

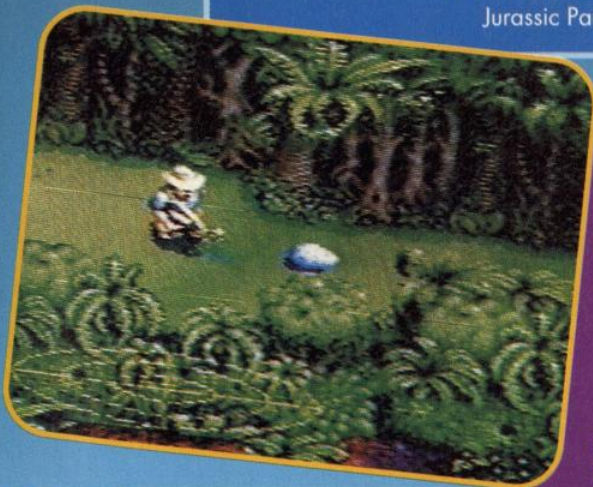


POACHED OR SCRAMBLED?

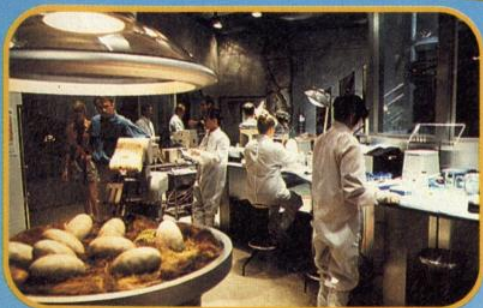
The 'raptors in

Jurassic Park are running amok! Just about every clump of bushes harbours a set of teeth and claws, waiting for you to stray off the path. So what can Dr Grant do to rid the island of these hideous eating machines? Kill 'em in the cradle! Or, more specifically, collect all their eggs and hold the world's biggest breakfast!

There is a total of 18 raptor eggs scattered throughout Jurassic Park, and here's a guide to their locations.



- One in the north-west forest.
- One behind the northern utility shed.
- One behind the visitor centre.
- Three in the south-west forest.
- Two in the east forest.
- One on Mt. Hammond.
- One at the top of the eastern mountain range.
- One hidden in the south-east forest.
- One below the eastern mountains.
- One on top of Mt. Nublar.
- One in trees forest below Mt. Nublar.
- One on the visitor centre roof.
- One on the west side of the eastern mountain range.
- One on the roof of the ship.
- One on the east side of the eastern mountain range, below the east forest.



ACCESS GRANTED

You start the game with freedom to explore almost all of Jurassic Park, but all the important areas are locked away, inaccessible to anyone without the correct security pass card. There are 13 access cards in total and here is the location of all of them.

JOHN HAMMOND'S - Top left on the roof of the visitor centre.

ELLIE SATLER'S - On sublevel 3 of the ship.

ALAN GRANT'S - Ground floor of the visitor centre. You need the night vision glasses.

DR WU'S - On sublevel 1 of the ship.

DENIS NEDRY'S - On the ground level of the beach utility shed.

IAN MALCOLM'S - On the upper level of the 'raptor pen.

ROBERT MULDOON'S - On sublevel 3 of the 'raptor pen.

DONALD GENERO'S - In the sublevel of the Nublar utility shed.

You need Ian Malcolm's card to get to it.

RAY ARNOLD'S - In the sublevel of the beach utility shed. You need Donald Genero's card and night vision glasses.

SECURITY LEVEL 1 - Dr Wu's computer on upper level of the visitor centre. You need Denis Nedry's and Dr Wu's cards.

SECURITY LEVEL 2 - Computer on sublevel 2 of the ship.

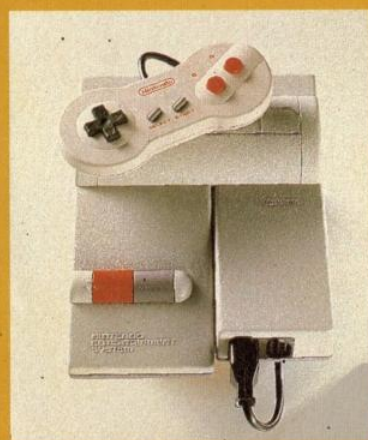
SHIP COMS - On the ground level of the 'raptor pen. You need security level 1.

MAINLAND COMS - On sublevel 3 of the ship. You need security level 2.

**STOP PRESS! WORLD EXCLUSIVE!! Secret NBA JAM cheat - play as USA President, Bill Clinton!!!
Go to the Password screen, select A and R, then highlight K but do not select it.
Then press L, Start and X simultaneously. Try it - you'll like it!!!!**

**ANOTHER CHANCE TO ENTER THE
BRILLIANT CLAYFIGHTER COMPETITION
AND WIN A TRIP OVERSEAS TO VISIT
OCEAN AND INTERPLAY TO SEE HOW
VIDEO GAMES ARE MADE!**

**Oh, and there's the usual wicked NMS reviews, cheats (including pt.2 of our Jurassic
Park players guide), totally fat poster and loads more. It's brilliant - honest!**



The new-look NES will be available in a couple of months. As you can see from the size of the console compared to the natty Super NES-style joypad, the new NES certainly lives up to its industry nickname of "The Game Boy on Steroids." Thankfully, it won't be that awful bronze-gold colour that was available overseas. It will be priced from around \$99.

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DON'T MISS IT!



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Wolfenstein 3D

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3D SECTIONS OF JURASSIC PARK"**

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Deniz Ahmet -
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**"OOZES ATMOSPHERE
AND LOTS OF BLOOD"**

Chris Buxton -
TOTAL MAGAZINE -
Jan 94

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